

Dragon Quest V (Import) FAQ/Walkthrough

by stahlbaum

Updated to v1.00 on Jun 14, 2009

This walkthrough was originally written for Dragon Quest V on the SNES, but the walkthrough is still applicable to the PS2 version of the game.

Dragon Quest 5 - Bride of Heaven
Version 1.00
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TABLE OF CONTENTS

| | |
|------------------------------|------|
| Introduction..... | INTR |
| Version History..... | VERS |
| Legal..... | LGAL |
| Characters..... | CHRS |
| Walkthrough..... | WK00 |
| - Introduction..... | WK01 |
| GENERATION ONE | |
| - Ship..... | WK02 |
| - Santa Rosa..... | WK03 |
| - Santa Rosa Cave..... | WK04 |
| - Alcapa..... | WK05 |
| - Lenoire..... | WK06 |
| - Land of the Elves..... | WK07 |
| - Dwarf Cave..... | WK08 |
| - Ice Palace..... | WK09 |
| - Reinhart Castle..... | WK10 |
| - Cave..... | WK11 |
| GENERATION TWO | |
| - Slavery..... | WK12 |
| - Nameless Nunnery..... | WK13 |
| - Oracleberry..... | WK14 |
| - Santa Rosa Ruins..... | WK15 |
| - Santa Rosa Cave Pt. 2..... | WK16 |
| - Alcapa..... | WK17 |
| - Reinhart Castle..... | WK18 |
| - Tower..... | WK19 |
| - Port Selmi..... | WK20 |
| - Kabochi..... | WK21 |
| - Cave..... | WK22 |
| - Ruraphin..... | WK23 |
| - To Salabona..... | WK24 |
| - Salabona..... | WK25 |
| - Volcano..... | WK26 |
| - Mountain Village..... | WK27 |
| - Waterfall Cave..... | WK28 |
| - The Wedding..... | WK29 |
| - Sea Journey..... | WK30 |
| - Telepador..... | WK31 |
| - To Granvania..... | WK32 |

| | |
|-----------------------------------|------|
| - Chizod..... | WK33 |
| - To Granvania Pt. 2..... | WK34 |
| - Granvania Castle..... | WK35 |
| - Cave of Trials..... | WK36 |
| - Demon Tower..... | WK37 |
| GENERATION THREE | |
| - Exploring..... | WK38 |
| - Small Shrine..... | WK39 |
| - Water Cave..... | WK40 |
| - El Heven..... | WK41 |
| - Odds and Ends..... | WK42 |
| - Sky Tower..... | WK43 |
| - Trolley Cave..... | WK44 |
| - Zenethia..... | WK45 |
| - Forest of Illusions..... | WK46 |
| - Faerie Village..... | WK47 |
| - Faerie Palace..... | WK48 |
| - Zenethia Castle..... | WK49 |
| - Ludman's Request..... | WK50 |
| - Side Quest..... | WK51 |
| - Cave of Seals..... | WK52 |
| - Tower of Boble..... | WK53 |
| - Grand Temple..... | WK54 |
| - The Demon World..... | WK55 |
| - Shahanna..... | WK56 |
| - Evil Mountain..... | WK57 |
| - Ending..... | WK58 |
| - Bonus Dungeon..... | WK59 |
| Items..... | ITMS |
| Equipment..... | EQMT |
| - Weapons | |
| - Armor | |
| - Shields | |
| - Helmets | |
| - Accessories | |
| Spells..... | SPLS |
| Small Medals..... | SMDL |
| Monsters..... | MSTR |
| Recruitable Monsters..... | RMST |
| Secrets/Miscellaneous..... | MISC |
| Contact and Acknowledgements..... | CONT |

INTRODUCTION (INTR)

This walkthrough is for Dragon Quest V for the SNES. This guide is based on the patch translation released by Dejap and Partial Translations. I was originally going to do two separate walkthroughs based on which girl you decide to marry. After playing through both scenarios and finding that they are pretty much exactly the same with minor differences, I will have a little summary of any differences in each section/chapter after the wedding chapter.

VERSION HISTORY (VERS)

I think version histories are kind of lame. Do people really care what dates I actually worked on this guide? All I know is I started working on this on May 27, 2005, and because I am very lazy and unmotivated at times, finished it around February 15, 2006. I've probably made some mistakes and left out something, so any updates will be included here in the future with minimal detail.

Updated Friday February 21, 2006:

Thanks to forum user Slime_Knight, I was able to update the guide with the location of a Small Medal as well as the Staff of Punishment on the trail to Granvania. Both sections have been updated accordingly.

Updated Sunday June 14, 2009

Reformatted the guide to include tags (control F) to make navigation easier.

LEGAL (LEGAL)

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CHARACTERS (CHRS)

The Hero:

The hero is the character you control when the game begins. You will start the game controlling the hero when he is a little boy. As the game progresses, the boy will grow into a teenager and then a man. You will also choose a wife for him during your travels. The Hero learns these spells naturally:

Level 4 - Heal
Level 6 - Antidote
Level 8 - Gale
Level 9 - Upper
Level 11 - Healmore
Level 12 - Identify
Level 14 - Outside
Level 16 - Tornado
Level 18 - Absorb
Level 22 - Healall
Level 25 - Vivify
Level 28 - Farewell
Level 32 - Aerocross
Level ?? - Return*
Level ?? - Chance*

* These spells are learned after an event in the game.

=====
Papas:

Papas is your father. He is an extremely strong fighter and will help you in battle occasionally. You are unable to control him. He knows the following spell:

Level 27 - Healmore

=====
Bella:

Bella is a faerie that you assist during your adventure. She has a fixed level and knows these spells:

Level 7 - Heal

Level 7 - Decrease

Level 7 - Firebal

Level 7 - Surround

=====
Henry:

Henry is the Prince of Reinhart. He is very immature when you first meet, but events that happen in both of your lives will bind you and he will be a good friend. Henry learns these spells:

Level 1 - Blaze

Level 3 - Surround

Level 6 - Decrease

Level 8 - Bang

Level 12 - Confuse

Level 15 - Repel

=====
Bianca:

You first meet Bianca when you are both children. You will meet her again before adulthood and have the choice of picking her as a bride. She will learn these spells:

Level 3 - Blaze

Level 5 - Surround

Level 7 - Decrease

Level 8 - Firebal

Level 12 - Sleep

Level 13 - Bikill

Level 15 - Firebane

Level 17 - Stepguard

Level 18 - Bounce

Level 20 - Blazemore

Level 23 - Defeat

Level 27 - Firebolt

Level 33 - Blazemost

=====
Flora:

Flora is the daughter of Ludman, the owner of the mansion from Salabona. She

is the hero's other choice for a bride. She doesn't level up past 10 in the second generation but will gain levels in the third.

- Level 10 - Healmore
- Level 11 - Decrease
- Level 12 - Surround
- Level 13 - Bikill
- Level 14 - Sleep
- Level 15 - Stepguard
- Level 16 - Firebane
- Level 17 - Day-Night
- Level 18 - Bounce
- Level 20 - Blazemore
- Level 23 - Defeat
- Level 27 - Firevolt
- Level 33 - Blazemost
- Level 37 - Explodet

=====
Son:

The Legendary Warrior. Unlike his twin sister, the son is a stronger physical fighter. He is not as strong as his sister in regards to magic but is quite capable none the less. He will learn these spells:

- Level 5 - StopSpell
- Level 8 - Increase
- Level 10 - Repel
- Level 12 - Healmore
- Level 13 - Firebane
- Level 14 - Numboff
- Level 15 - Stepguard
- Level 16 - HealAll
- Level 18 - Identify
- Level 20 - Curseoff
- Level 23 - Barrier
- Level 25 - Zap
- Level 27 - Revive
- Level 30 - Healus
- Level 34 - Lightning
- Level 38 - Thordain

=====
Daughter:

Very good with magic, your other twin isn't nearly as strong as your son is in regards to physical battle. She will learn these spells:

- Level 5 - Surround
- Level 5 - Return
- Level 9 - Outside
- Level 11 - Bang
- Level 14 - Snowblast
- Level 16 - Bikill
- Level 18 - Day-Night
- Level 20 - Sleep
- Level 22 - Decrease
- Level 24 - Boom
- Level 27 - Bounce
- Level 30 - Blizzard

Level 32 - Bedragon
Level 36 - Explodet

=====
Pippen:

Pippen is the small boy you meet in Granvania who aspires to be a soldier in Generation 2. You can pick him up from Ruida's tavern in the third Generation. Pippen is purely a physical fighter and learns no spells.

=====
Sancho:

Sancho can be picked up from Ruida's tavern in Granvania during Generation 3. These are the spells Sancho will learn:

Level 20 - Increase
Level 20 - Sleep
Level 25 - Robmagic
Level 28 - Beat
Level 30 - Sacrifice
Level 32 - Confuse

WALKTHROUGH (WK00)

INTRODUCTION (WK01)

Items: None

The game will begin with a middle aged man pacing in the throne room of a castle. A man will appear and inform "Lord Papas" that his wife has just given birth. Papas will hurry down the stairs and be informed by one of the maids that he has a beautiful baby boy. Martha, Papas wife, will turn down his suggestions on a name before deciding on the name you assigned to the character after creating a new file. Papas will agree to the name while holding his new son. Suddenly Martha will begin to cough and the baby will start to cry. The screen will then fade out as it appears something terrible has happened to Martha. The Dragon Quest V intro will then begin to play.

=====
GENERATION ONE

SHIP (WK02)

Items: Medical Herb

You will officially begin the game inside the cabin of a large boat. When you move, Papas will be glad that you have woken and will laugh when you mention a dream from when you were a baby inside a castle. Papas will then suggest you take a stroll on the boat to get some fresh air. You will now have control of the character. Search the drawer in the top left area to find a Medical Herb. Head outside of the cabin and onto the main part of the ship. Speak to the man on the ships upper level to learn that you are heading to the Harbor of Vista. Head inside the room below to meet the ships Captain and learn that your father is highly regarded. Leave this area and take the stairs at the rear of the

ship. You will learn from the people that your father is traveling the world in search of something. All the treasure chests will be locked. When you are finished, head back to your cabin. On your way, the ships crew will raise the sails as your destination is near. The Captain will come out and ask you to get your father. Speak to Papas and he will mention that it's been over two years since he's been back to the village and that you are probably too young to remember. Papas will then head to the deck. Follow him and speak with him near the Captain. He will ask if you checked in the drawers. Get the Medical Herb if you haven't, otherwise say yes and Papas will say farewell to the Captain. Papas will then run into a friend and says that he has some business to discuss. You are free again to wander. Head upstairs and a lady will be talking about your father. Go back downstairs and head north to leave the Harbor of Vista.

The second you step outside you will be attacked by slimes. After two rounds of battle, Papas will come to your rescue. After the battle, Papas will heal you before leading you to a village. You will encounter another battle along the way and gain a level.

=====
SANTA ROSA

(WK03)

Items: Medical Herb x 2
Leather Hat
Strength Seed

Once you enter the village, everyone will greet your father and welcome him back from his journey. Papas will stop at Sanchos house. Sancho was the man who informed Papas that his wife had given birth during the intro. As Sancho leads you inside his home, Bianca, a small girl will come down the stairs. Papas wont recognize her until Duncan's wife enters the room and mentions that she is her daughter. She is here to pick up medicine for her husband as he is ill. Bianca will then approach you and ask if you wish to go upstairs. Either answer will bring you upstairs. She will ask if you remember her. Answer no and she wont be surprised as you were just a baby the last time she saw you. Answer yes and she will proceed to mention that she is eight years old and thus, two years older than you. She will then try to read a book to you before her mother comes to take her back to the towns inn. You can now control the character again. Search the drawer for a Leather Hat and don't forget to equip it. Go downstairs and speak with Sancho if you'd like to rest. If you speak with your father he will mention that he has somewhere to go before taking off. A Medical Herb lies in the drawer in the rear of Sanchos home. Also, search the jar in his basement to find a Strength Seed. Now feel free to wander around town and speak with the townsfolk痴. Note that you cannot leave the village at this point. Purchase a Bamboo Pole at the weapon shop if you would like a better weapon. Search the drawer upstairs to find a Medical Herb. Head to the top floor of the inn to see Bianca. She is from a city to the west called Alcapa. Speak to her mother and she will mention that the man who was supposed to fetch her herbs hasn't returned yet and she wants to send someone to go after him, hinting at your father. She then mentions that the man is in the depths of the cave. Enter the door north of Sanchos house and you will be inside a small house in the mountain. Inside, the man will mention that his master went to fetch some herbs in the cave but has yet to return. Head to the church and the Nun will mention that she heard your mother had passed away when you were a child. Speak to the Priest to save your game if you'd like. Head west of the church and you will find the town's cave. When you are ready, enter it.

Items: Medical Herb
50G
Leather Shield
Wayfarers Clothes

Head north and then west to grab the Medical Herb from the chest. Continue north until you have the option of going east or west. Head east and you will see a boat docked near a small island with some stairs. As you cannot go any further, head west and take the stairs. From here, if you head north east you will see another island with a set of stairs that you cannot reach. If you go south east from the stairs, you can claim 50G from the chest. Head west from the stairs past the danger sign and go north. Grab and equip the Leather Shield from the chest and go all the way south until you have the option of going east or west. Going east leads to a dead end so go west and take the stairs. Follow the path while skipping the first path to the east as it leads to a dead end. As you continue on, you will come across a man who is trapped under a rock. Push the rock off the man by walking into it to free him. Speak to the man after freeing him and he will thank you before mentioning that he can now deliver the medicine to Duncan's wife. He will then take his leave. If you take the east path, you can speak to a slime that will tell you to search using the blue button. This is in reference to the Japanese SNES controller which has the buttons colored, "X" being blue. Go back to where the man was injured and go north to claim the Wayfarers Clothes from the chest. Now head back through the cave to the village.

Head back to Sancho's place and rest. When you wake up and go downstairs, Sancho, Papas, Bianca and her mother will all be gathered around the table. Papas will mention that the medicine has been given to Bianca's mother so they will be going home. Papas doesn't like the idea of two women traveling back home on their own so he asks if you want to come with him as he escorts them back to Alcapa. Saying no will cause an endless loop so say yes to continue. Sancho will say goodbye and then Papas will lead the way in escorting the group to Alcapa. You will encounter a random battle along the way which wont be hard at all due to Papas.

Items: Defense Seed
Wing of Wyvern

Papas will lead the group straight into the inn that Duncan is resting at. Duncan's wife and Papas will check in on Duncan and you will be able to control the character again. As you leave, Bianca will decide to tag along. Head directly south through the door and a lady will mention a palace called Lenoire where mysterious weeping can be heard after darkness. You are warned to stay away from this place. Head to the top of the inn and claim the Defense Seed and Wing of Wyvern from the drawers. Now leave the inn and wander around town. As with Santa Rosa, you cannot leave this town either. Just west of the town entrance, two kids will be tormenting an animal. Bianca objects to the cruel treatment of the cat and the child will mention that you can have the cat if you beat up the ghosts of Lenoire. Head back to the inn and speak with Papas. Apparently Duncan only had a minor cold. Papas will mention that it's time to head back to Santa Rosa but Duncan's wife will insist that you spend the night. Papas will oblige and Duncan's wife will lead you to your beds. You will then fall asleep.

You will be woken in the middle of the night by Bianca. She will mention that you have to come with her to Lenoire to beat up the ghosts and save the kitten. She will mention that Lenoire should be north of this town. Quietly leave town as the guard will be sleeping on the job.

=====

LENOIRE

(WK06)

Items: Wing of Wyvern
Medical Herb x 2
Defense Seed
Torch
Gold Orb
Bianca's Ribbon
Handwoven Cape

Lenoire can be quite difficult if you are not prepared. I would wander around outside for a bit to gain a few levels as well as earn gold so you can upgrade your weapons and armor. If you need to replenish your HP, just go back to the inn. If you do rest, Papas will have caught Duncan's cold. Speak to Bianca near Duncan's bedroom to go back to sleep and she will wake you up in the middle of the night again.

You can get to Lenoire by taking the path north of Alcapa or going west and around the mountains. Either way, enter the castle when you see it.

The main door will be locked so head to the east and take the stairs to the top of the castle to get inside. Once you enter the castle it will lock behind you. Take the stairs and go south past the bed of skeletons to reach another stairway. As you are about to go down, the skeletons will kidnap Bianca. Take the stairs and grab the Wing of Wyvern from the northern most chest. The other chest will be empty. Now either fall down the holes in the ground or take the stairs to reach the floor below. Take the south door and you will hear someone moaning. Search the nearest grave and it will say "Here lies (characters name)". The left grave stone will read "Here lies Bianca". Bianca will then emerge from the grave and rejoin you. Go back through the door and you will see a ghost in the top west corner of the room. Speak to it and a bookshelf will move to reveal a staircase. Read the letter on the wall and it will say "Give us back our graves". Take the new stairs and enter the door. Speak to the lady in bed and she will request you to help her and her husband, Erik, retake their graves so that they may rest in peace. Take the stairs and you will now be in a pitch black room. Head east and Bianca will ask you to watch your step. Keep going east until you hit a wall, then go north until you hit another wall. Now go west until you hit a wall and then north to another wall. From here go east until you reach the wall and then south to the exit. Keep taking the stairs until you reach a room that has a ghost. The ghost will run away as you approach him. Search the jar for a Medical Herb. Take the stairs and speak with Erik. He will mention that vile ghosts have taken over the castle and because of this, he and Sophia cannot rest in peace. He will also ask you to defeat the ghosts of this castle. Say yes to avoid the endless loop. He will ask you to follow him and mentions that there is a torch in the kitchen. Take the stairs and search the pot in the kitchen to find the Torch. Head into the dark room and use the Torch. Take the stairs to the north and as you proceed south, a statue will follow you. Speak to it and you will fight.

Battle - Walking Statue

Have Bianca cast Defense while the main character attacks. After the battle

you may acquire a Defense Seed.

Take the stairs and search the pots for a Medical Herb before speaking with Erik. Search the jar that Erik was in front of and it will lead you to another room. Take the stairs down and go south to open the door. This will be important for later. Now go east and speak to the nearby flame to learn that there is a secret treasure in this castle. Go north and you will see a room with a bunch of skeletons and ghosts. Now go back to the stairs and head through the door to the inn towards the east. Rest at the inn if you'd like but make sure you have opened the castle door. If you haven't, you will have to go all the way through the castle again as you will awake outside in front of the castle near the marsh. After resting, enter the castle and take the stairs and continue north past the inn. Follow the linear path to reach the stairs. Speak to the monster in the green cloak and you will fall through the floor and land in the area with all of the skeletons. You will then be attacked by four Demon Candles. After the battle, head back to the cloaked demons chambers and he will scamper to the balcony. Follow him and when you speak to him you will be attacked.

Boss Battle - Boss Ghost

Have the character cast Gale or attack normally while Bianca casts Defense, Surround and Fireball on him. The Boss Ghost can cast SAP to lower your defense as well as Blaze so be careful.

After the battle, the Boss Ghost will restore the graves of the King and Queen if you spare him. Answer no and he will keep begging so say yes. Erik and Sophia will then appear and guide you to their graves. After thanking you, they will disappear and a Gold Orb will appear. Bianca will take the orb and you can now return to Alcapa.

Once you return, a screen will come up mentioning that the rumor that the characters defeated the ghosts of Lenoire spread. Morning will then break with the character and Bianca demanding the kitten from the children who then hand it over. As you leave, Bianca will ask you to name the kitten. The choices are:

Borong
Puckle
Chirol
Grolin

After naming the animal, it will join your party. Now head north to the inn where Papas and Bianca's parents will be huddled. Speak to Papas and let him know you have said goodbye to everyone in town and you will depart. Bianca will then give you Bianca's Ribbon to remember her by as you leave.

Papas will then lead you to Santa Rosa and back to Sancho's place. Sancho will hand Papas a letter and you will go to sleep. You will awake with Papas sitting at a table and your kitten will be in your party. Downstairs, Sancho will be wondering where his chopping board went. Go north into the house in the mountain and the man you saved in the cave will tell you to check his drawer for a gift. Inside will be a Handwoven Cape. Equip your animal with this. In front of the inn will be a person who oddly looks like the character if he was grown up. Speak to him and he will ask to look at your Gold Orb. Say yes to avoid the loop and after looking at the orb, he will hand it back to you. He then asks you to promise to take care of your father.

If you speak to the townsfolk, they will insinuate that odd things are happening around town. Go to the second floor of the inn and you should see a

transparent girl on the counter. Speak to her and she will be glad that someone can finally see her. She will ask you to meet her in the house with the basement to talk further. Go to Sancho's house and into the basement. Speak to the girl and she will introduce herself as Bella the Elf. Her country is in trouble and she is seeking help from a human. Papas will come down wondering what you are doing but will retreat back upstairs unaware of Bella. Bella will ask you to come to her country where Lady Powan will explain the whole story. Bella will then create a magical set of stairs.

=====
LAND OF THE ELVES

(WK07)

Items: Holy Water

Once you follow the stairs you will be transported to the Elf Country and Bella will greet you. She will lead you to Lady Powan and Powan will ask you to help them. Their Flute of Spring has been stolen and without the flute, the elves cannot bring spring into this world. You will be asked to find the flute and return with it. Say yes and Bella will join your party. Head down the stairs and into the opening to visit the church. Below the church you will learn that the flute thieves have a hideout called the Ice Mansion. An ancient key is needed to enter. Head to the southern area of town and purchase some equipment from the merchant. Speak to the old man by the inn to learn that your animal is actually a Killer Panther. Search the nearby jar for some Holy Water. Inside the inn a skeleton will ask if you have heard about the dwarves of the western caves. Answer no and you will learn that they created a "Thieves Key" and were banished from the village before Lady Powan was in charge. The dwarf on the bed is actually an item merchant. You can purchase a weapon for your panther here. Note that if you rest at the towns inn, you will awake in Santa Rosa and your father will tease you for having a weird dream about the Faerie Kingdom. Just go back downstairs to reach the stairs to return to the elf country. When you are finished at the inn, leave town and head west towards the dwarf cave. Notice that while Bella is an active member of your party, you cannot equip her, give her items and she can only cast Heal during a battle and not while on the field. You may also notice that during some random battles that your panther won't always follow your instructions, this is because the animal is not fully trained yet. Enter the cave when you reach it.

=====
DWARF CAVE

(WK08)

Items: 100G
25G
Agility Seed
Secrets of the Key
120G
Acorns of Life

Follow the path until you reach the sign. Head west as going south just leads around in a circle. Take the north path to grab the 100G and 25G from the chests. Continue along the path and take the branch to the east to find a man in a room with a slime. The man will mention that Zaile stole the flute because he thought Lady Powan exiled the dwarf. As an apology, the dwarf asks you to accept the Secrets of the Key which is sealed deep within the cave. Continue on the path and take the south branch to reach the stairs. Avoid the stairs just to the west for now and head north until you find a hole in the wall on the western side, If you were to continue north and fall in the hole, the room below would contain a man who is also looking for the Secrets of the

key and the stairs back to the floor above. From the hole in the wall, take the path and then the stairs. Head east to grab the Agility Seed from the chest. Take the path to the east just south of that chest and take the stairs. Head north and grab the "Secrets of the Key" from the chest. Now go back and you can enter the big yellow doors. Grab the 120G and Acorns of Life from the chests. Now leave the cave and head back to town to heal and upgrade any equipment. When you are ready, head north and slightly west to reach the Ice Palace.

=====

ICE PALACE

(WK09)

Items: Intelligence Seed

5G

Wing of Wyvern

Boomerang

Flute of Spring

When you enter the Ice Palace, don't enter the door just yet. If you slide on the ice to the left you will eventually make your way to a chest which contains an Intelligence Seed. Now go back and enter the door as with the Secrets of the Key, you will be able to enter. Once you take one step forward you will slide on the ice and fall through the floor to the room below. Practice moving and gliding on the ice before making your way to the stairs. From the stairs go down twice, left twice, up twice, left once and down three times to reach the stairs. You will now be in a room filled with three chests. Go left twice, up once, right once, up once to reach them. The first one will be empty but the other one will contain 5G. From the empty chest go down twice and then left to reach the third chest. It will contain a Wing of Wyvern. Now head back to the stairs. From here go north once, right twice, north and then right to reach the stairs. From here go left, up, left, up, left twice, down, right, down, left, down, right and then up to reach the person standing in front of the two chests. This person is Zaile. He thinks that Powan sent you to get the flute back. You are then attacked.

Boss Battle - Zaile

Decrease and Surround work well on this guy. Just keep pounding him until he falls.

After the battle, Zaile will learn that Powan isn't the person who exiled his grandfather from the village. He says the Snow Queen told him that and then the Snow Queen will appear. She will then mutate and attack you.

Boss Battle - Snow Queen

The Snow Queen does normal attacks as well as a snow attack which can hit the whole party. Use Upper on Bella and Decrease on the Snow Queen. The Snow Queen can also heal herself. If the Snow Queen takes a deep breath, it means her next attack will be twice as powerful.

After she is defeated, Zaile will find out that she was really a monster before leaving. Search the chests for a Boomerang and the Flute of Spring before leaving.

Once you return to the village, speak with Lady Powan. Powan will thank you and promise that later in life if you ever need help from her, she will be there. Bella will say her goodbyes as Powan plays the flute. You will then be warped back to Santa Rosa.

Go upstairs and Sancho will wonder where you've been. He explains that Papas was summoned by the King of Reinhart and just left moments ago. He wanted to bring you but you couldn't be found. If you leave now, you may be able to catch up to him. Speak to the innkeeper to learn that Bella left you a message. Upstairs you will learn that Papas is searching for the legendary hero. Head to the church and you will find Papas. Papas will be concerned as he has been looking everywhere for you. He was offering a prayer before he left and advises you do the same. He will be waiting at the town entrance when you are ready to leave. When you meet up with Papas he tells you that you are traveling with him to Reinhart Castle. After this journey he plans to settle down as all the traveling has been hard on you. Papas will then guide you east of Santa Rosa through a gate to Reinhart Castle.

=====

REINHART CASTLE

(WK10)

Items: Acorns of Magic

The guards at the castle will let you and Papas through and then take you to the King. The King will have a favor to ask Papas. Papas will come closer to the King as he whispers his business and mentions that you should look around the castle. If you try to go upstairs, you won't be permitted in the King's chambers. If you go east or west of the throne room you will meet a person who describes the King's son Henry, as a childish kid. Take the stairs below the throne and go east to meet Prince Henry. He will ask if you wish to be his personal goon. Answer yes to avoid the loop and he will laugh at the idea of having a little shrimp like you as his goon. The nearby chest will be empty. Now go back to the stairs and head west. You can meet the Queen in the room to the south and she won't have nice words for Prince Henry either. Take the stairs and head east into the kitchen. You will learn that Henry lost his real mother and his father remarried right away. The new Queen only cared for her own children and that is why Henry is bitter. Take the door to the south and take the open doorway. You will now be in a room with two locked doors. Note this area for later and head back to the stairs west of the kitchen and wander south. If you take the next set of stairs up you should notice three chests in a locked room. You will learn that the Queen has been meeting with some shady people lately. Anyways, go back down the stairs and go east to find the church. Search the drawer in the north room to find an Acorns of Magic. Now that you have explored that castle, return to the throne room and see if Papas has finished speaking with the King. Papas won't be in the throne room but if you speak to the King you will learn that Papas is to baby sit Prince Henry. You are also told to be the Prince's friend. Go to Henry's room and you will run into Papas. Henry seems to dislike your father so Papas will ask you to try to befriend him. Speak to Henry and he will ask you once again to be his goon. Say yes and he will ask you to check the nearby chest for a goon badge. If you retrieve the goon badge you can be his personal goon. When you try to open the chest it will be empty and Henry will no longer be in his room. Return to Papas and he will state that Henry never passed through the corridor. When you return back to Henry's room he will be there. Speak to Henry again and check the chest. This time when he disappears, check the stool Henry was sitting on to find a hidden staircase. Descend it and Henry will be upset that you found the secret but since you didn't bring the goon badge you can't be his friend.

All of a sudden, two men will break through the locked door to the right and kidnap Prince Henry. Go back and inform Papas of what has just transpired. Papas will ask you not to alert anyone yet and to follow him. While following him you will lose sight of him in the town. A girl in town mentions a giant

cave lies to the northeast of the castle. Upgrade your weapons and armor at the appropriate shops and head east and then north, past the sign in the swamp, to find the cave.

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CAVE

(WK11)

Items: 180G

Antidote Herb
Strength Seed
Monster Lure
Elven Medicine

When you enter the cave and go north through the door, you will see Papas with some monsters in an area that you can't quite reach just yet. Take the east path and go east when you see the branch. From here you can take the east path that goes up a set of stairs or down. Go down first and then north through the door to get the 180G from the chest. Go back and this time take the branch that climbs the stairs. Grab the Antidote Herb from the nearby chest and go north through the door to find a room filled with drunken thugs. You will learn that Prince Henry is to be sold as a slave. Go back outside this room and take the north path all the way around, grabbing the Strength Seed from the chest, before entering the large door. From here you should see a path that leads north and one that leads west. The north path leads to a dead end though you can see some jail cells, one of which has Prince Henry in, that you can't reach just yet. Take the west path until you reach Papas. Papas will be destroying some monsters. Afterwards, he will mention how proud he is of you and states that Prince Henry must be saved. Papas will now join your party. Head north and step on the tile with the star and the door will open. Go through the door and hop onto the docked boat. Now you can travel through the water. The random battles will be much easier now that you have Papas along side you. Grab the Monster Lure from the chest to the south. Follow the path while claiming the Elven Medicine from the chest until you reach the prison cells. The cell that Henry is in will be locked but Papas will smash through the bars with pure force to save him. Henry won't really seem to care that he has been saved and makes the comment that he doesn't want to become King and that no one cares about him anyways. Papas will then slap some sense into the little Prince and explains to him how his father cares very deeply for him. Three monsters will then appear and Papas will hold them off while telling you to take Henry out of here. Go back to the chest where you found the Monster Lure and go east. As you try to leave the cave, a monster named Gema will be blocking your way. You are then attacked.

Boss Battle - Gema

This is one of those battles that you are meant to lose and you just cannot win. Once you are defeated Papas will enter the room. Gema will summon two more monsters, Jahmi and Gonz. They will then attack Papas and Papas will destroy them. Gema will then put his blade to the characters throat. He tells Papas that if he wants to see his child die, to keep fighting. Jahmi and Gonz once again attack Papas but Papas won't fight back for fear of his sons safety. The character will then witness his own fathers death as Papas is unmercifully slaughtered in a really sad scene. Papas does manage to say some final words before passing away. He says that Martha still lives and to find her. Gema will then say that you will live the rest of your life enslaved to the High Priest. You are then taken away while your panther is left behind. Gema will notice the Gold Orb you are carrying and will crush it into dust.

A screen will come up stating that the character and Henry are taken away to a

foreign place and that all that fills the characters head are Papas last words. Ten harsh years of enslavement pass.... You will then have the option of saving your quest.

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GENERATION TWO

SLAVERY

(WK12)

Items: None

You will start the second generation ten years older and with 1HP. You will be whipped by a man who tells you to lift a boulder. Notice that you will only be equipped with Slave Clothes. Speak to the slaves and most will be depressed and without hope. One of the guards mentions that their lord High Priest is awaiting the completion of the Great Temple. Head up the stairs and north to reach the other set of stairs. Speak to the guards and one will mention that once the temple is finished, the High Priest said that he would release all of the slaves, provided they join the Order of Light. Take the stairs near the top left section and the guard will mention that his sister, Maria, was taken into slavery. He wants to do something but is afraid of the High Priest. You cannot enter the door to the north and going south will lead to a prison where a man is tied up. Go back up the stairs and you can find Prince Henry in the southern area. Speak to him and he will wonder if you are planning on another escape. He will reminisce on the past and feel terrible over what happened to Papas. Henry will mention that if he escapes, his little brother is the King of Reinhart. Go take the stairs and go right back up and the guards will mention that it's time to go to bed.

Henry will wake you and wonder if you had a dream as you look troubled. Henry mentions that you have never accepted the fact that you are a slave and that Henry has been humbled because of it. Speak to your fellow slaves and you will learn that Papas was killed by members of the Order of Light. Head to the east end and you can meet Maria, the sister of the guard you spoke to earlier. She is to be enslaved as she broke an artifact of the High Priest. Speak to her and she will mention that she wasn't aware that people were being enslaved by the Order of Light. Speak to everyone and then a guard will enter the room. He will state that it's time to work. Go back to the room you began in and Maria will be taking lashes from the guards. Maria will beg for mercy but the guards will continue to whip her. Henry will notice you nearby and decides to take matters into his own hands as he rushes one of the guards. Speak to the other guard to do battle.

Battle - Whip Man X 2

Casting Gale on these guys works best. They can heal each other as well as steal your MP. Once one is defeated from the Gale spell, stick to normal attacks.

After defeating the two Whip Men some guards will come down and wonder what all the ruckus is about. The Whip Men will explain that you were trying to start a rebellion. One of the guards will take Maria up to the healers while Henry and the characters are tossed in the prison cell.

Once in the cell, Henry will mention that you're really in trouble this time but getting locked up beats getting whipped. Speak to Henry again and he will lie down. Speak to him one more time and he will hear someone coming. A guard will open your cell. Maria will be there and she will thank you for saving her. Approach the guard named Joshua and he will thank you for saving his

sister. He has noticed that you aren't like the other slaves as you show signs of life. He will then ask you to do him a favor. Either answer will get him to explain his favor to you. The rumor he has heard is that once the temple is completed, they're going to destroy and evidence of it's creation including the slaves. Since that includes his sister, he wants you to leave this place and to take Maria with you. He will then give you back your items which were taken from you and direct you towards a barrel on the water. The water duct is used to wash dead slaves away but you are to escape in the barrel. Enter the barrel and Joshua will press a switch on the wall and you will be washed away in the ocean and will wash up near a shrine.

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NAMELESS NUNNERY

(WK13)

Items: 1000G

When you wake up, a nun will be standing over you as you rest in a bed. You will learn that you have been unconscious for three days. She introduces the place as the nameless nunnery by the sea and assures you that you are safe here. Exit your room and head right to speak with Maria. She will look completely different and will be happy that you are awake. She will then give you 1000G that her brother gave her as she feels it will be of more use to you. On your way out of the nunnery, a child will mention that a huge city lies to the north. You will meet up with Henry when you try to leave. Speak to him again and he will ask if you wish to leave. Answer yes to leave and Henry will remind you that you are still on that quest to find your mother. Henry will ask if it is okay if he tags along with you. Say no and he will call you a cold bastard and goon boy. Say yes to avoid the endless loop. Henry will go inside to tell the others that you will be leaving and Maria and two nuns will come outside to see you off.

Once you leave the nunnery make note that Henry is only at level 1 and pretty weak. Equip him with any extra equipment you may have and head north to find that town the little girl was talking about. After walking for a while you may notice the screen tone change. Dragon Quest V has a day/night system so people will sometimes say different things depending on the time. Always visit towns in both day and night times.

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ORACLEBERRY

(WK14)

Items: Pot Cover
Monster Lure
Defense Seed
Silver Barrette
Silk Robe

Enter this large town during the day and wander around all the shops and so forth. Go down the stairs in the southwest area of town to meet the world famous Monster Gramps at the monster day care center. He explains that it's possible to befriend even fierce creatures. First thing you will need is a caravan and then battle monsters with love and not hate. Basically after some random battles a monster may ask to join your party. This is one of the really cool features of Dragon Quest V. Monster Gramps is basically the storage facility for any extra monsters you may have. Speak to his assistant Inatts to learn that a monster will only obey your orders all the time if their intelligence is over 20 (remember when your panther would sometimes not obey your commands?). Search the jars near by for a Pot Cover and Monster Lure.

The top floor of the inn contains a traveling merchant who mentions there is a terribly desolate village to the north. There is a bank located just north of the monster day care center where you can drop off any gold (1000 increments) or items/weapons. Banks are very useful because if you die, you lose half of your gold. Gold stored in banks though are protected from this deduction. Make note of the casino in town but we will explore that later. Take the stairs in the armor shop and grab the Defense Seed from the drawer. If you try to walk through one of the armor shops you will be told you have to buy something to pass. You don't actually have to make a purchase to pass through. Enter the house in the north east section of town to meet a fortune teller who says she only tells fortunes at night. The stairs in the top left section of town lead to a prison. If you make your way to the top left area of town you will learn that a special shop is only open at night. You may also view the world map by examining the map on the wall.

Enter the casino now if you feel like having some fun. There are a few games in the casino and in order to play, you need coins. Coins can be purchased from the lady at the entrance. One coin costs 20G so buy a few if you'd like. Coins can be traded in for prizes. The prizes are as follows:

| | |
|-----------------------------|--------|
| Elven Medicine..... | 300 |
| Leaf of the World Tree..... | 1000 |
| Armband of Sacrifice..... | 5000 |
| Killer Earring..... | 10000 |
| King Metal Sword..... | 50000 |
| Gringham Whip..... | 250000 |

Now onto the games. The first game by the entrance is the slime race. In order to win coins, you have to place a wager on which slimes will come in first and second place. Five slimes compete in each race and all will have various odds to win.

There are also slot machines you can play as well as a monster arena in which you bet on which monster will be victorious.

When you are finished gambling, enter the dressing room and search the drawers for a Silver Barrette and Silk Robe.

Now leave the town and wander around outside until night falls before returning to town. Stick to the left wall and you will eventually come to a man who offers to sell you a caravan for 300G. Take him up on this offer and you will now be able to capture monsters. Speak to the fortune teller and she will inform you that your mother does indeed still live. You are then told to go north. Once you leave town you will see the attached caravan. Before heading north, have a few battles and see if you can capture a monster. If you ever return to the man who sold you the caravan at night, he will mention to check by his place often as he picks up various knick knacks.

Head north and you will eventually come to Santa Rosa. Enter the town.

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SANTA ROSA RUINS

(WK15)

Items: Intelligence Seed

Once you enter Santa Rosa you will find it in complete ruins. Go to the church to learn that soldiers from Reinhart came and burned the city to ashes as they blamed the disappearance of Prince Henry on Papas. If you wish to rest at the inn, enter the house in the mountain. Head just west of the inn and you can

now enter the house that was previously blocked by the old man. If it's night time a little boy will be in bed dreaming about Bella. If it's day time you can grab the Intelligence Seed from the jar. Either way, speak to the old man to learn that Papas hid something valuable in the cave. Take the boat near by and enter the cave.

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SANTA ROSA CAVE PT. 2

(WK16)

Items: 850G

Agility Seed
Breast Plate
Lamp of Darkness
Strength Seed
Leather Loincloth
Zenithian Sword
Papas Letter

Guide the boat all the way down the stream until you reach the island with the stairs that you could not access the first time you entered the cave. Take the stairs and go north to take the next set of stairs. Follow the path and turn west as going east leads to a dead end. When you reach the area where you can turn right or left, head right to grab the 850G from the chest. Now go left and then north to reach the stairs. Follow the path and note the treasure chest that you cannot reach due to the green tiles you can't walk over. When you reach the stairs, skip them for now until you reach some chests. Grab the Agility Seed and Breast Plate from the chests before going back and taking the stairs. Follow the path and note that when you reach the open area and take a step, it looks like the floor is cracking. Actually, if you remember the green tiles on the floor below, the are related to this room. Walk on all the tiles and when you go back to the floor below, the green areas will be gone and you can continue on. Head north to the stairs and if you did it correctly, you should be able to reach the chest and the next set of stairs. The chest will contain a Lamp of Darkness. Take the stairs and go all the way to the left and then south. Take the first branch to the east and go all the way south. From here you can go either east or west. Both ways will lead you to a set of stairs. When you take them you will be in a small room. Check the jar for a Strength Seed and the drawer for a Leather Loincloth. Go through the door and grab the Zenithian Sword before reading the Papas Letter. The letter will be address to his son and states that a creature of the purist evil had kidnapped his wife who possessed a most wonderful power. He doesn't know the full extent of the power but it has to do with the Demon World. The letter ends with Papas begging his son to find the Legendary Hero, the only one who can equip the Zenethian Armor. Papas has searched the world three times over and only found the Zenethian Sword and no sign of the Legendary Hero. Now that you found what was down here, leave the cave. Speak to the nun at the church and she will suggest you head to Alcapa for more information about the Legendary Hero. Leave town and head towards Alcapa.

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ALCAPA

(WK17)

Items: Small Medal

Enter the town and you will learn from the near by soldier that even though Henry's brother Dale is the King, the Queen seems to have all the power. If you go to the inn and speak with the nun outside, she will mention the seal placed on the Demon World by God, weakens as we speak. The inn was sold seven

years ago by Duncan so Bianca isn't around. Duncan has moved to a mountain village across the sea and has become quite ill. If you sleep at the inn, Henry will wake you up and speak about Reinhart castle and all the things he has heard. Speak to the lady at the bar and say "no" when she asks you a question. She will let you into her place and let you speak to her father regarding the Legendary Hero. Search the jar to find a Small Medal and send it to the Medal King. Small Medals are hidden all over the world and can be traded in for prizes. You cannot access the chests close by as you don't have the proper key. Speak to the man and he will tell you a story about how the Dark Lord awoke many years ago and set out to destroy the world. A hero wearing the Zenethian equipment defeated the Dark Lord and saved the world. Afterwards it was rumored the Legendary Hero returned to the heavens. You are given a clue that maybe his bloodline has survived. Now leave town and head for Reinhart Castle. If you happen to visit Lenoire, you will find a happy couple living there.

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REINHART CASTLE

(WK18)

Items: Steel Fang
Shell Hat
Reinhart Key
Half Plate Armor
1200G
Acorns of Life
Small Medal

As you try to enter the gate that leads to Reinhart, the guard will be explaining how he cannot allow anyone to pass until Henry hits him. The guard will recognize the Prince and lets you pass. Enter Reinhart during the day and you will find that Reinhart isn't very pleasant. Taxes are being raised and the people will be starving. Enter the castle and note that due to the guards, you will have limited access. Upstairs you can meet some rather interesting soldiers. The soldier in bed will be regretting the fact that he was ordered by the Empress to burn down Santa Rosa. If you enter the town at night, you will see a little a little cave that the draw bridge covers up during the day. Return during the day and head east of the castle to find the boat. Guide the boat under the draw bridge and go north to enter the cave. When you reach the pedestal, search to find a secret panel.

When you go north you will not be able to open the door to the west. Take the east path and then the stairs. From here go west and you will see two paths that lead north. Take the western one to reach two chests that contain a Steel Fang and a Shell Hat. Take the east path now to reach a prison area. The old man that is locked up will mention that the former Queen and current Empress is responsible for Henry's kidnapping and pretended to mourn afterwards while framing Papas..... Continue going left and you will find the real Queen locked up. She confesses to having Henry kidnapped so that her biological son Dale, could become King. She says that she regrets her actions and to please not leave her there. Follow the path and take the stairs. Go north and step on the tile to open the door to the right and take the stairs.

You will now be just outside the castles kitchen. If you go near the dogs you will be attacked by Dragon Pups. Enter the kitchen and you will learn that the Empress is power hungry and not to oppose her. Go west and take the stairs. Go east and take the stairs to the throne room. Speak to King Dale and he will blow you off. Henry will then whisper his identity to his brother and Dale will become excited. He will dismiss the Chancellor to speak with Henry. Henry will tell Dale that his mother is in the dungeon and Dale will admit that

things have been different lately. He will mention a magical mirror on the book shelf of the castles storage room and gives you the Reinhart Key so that you can have access. Now that you have the key, you can open those doors that you were previously unable to. Before going back through the kitchen to access the storage room, return to the main floor of the castle and take the stairs after passing the guard. You can now access those three treasure chests that are on the damage tiles. Note that every step on the damage tiles will cause a loss of 7HP. Grab the Half Plate Armor, 1200G and Acorns of Life before taking the boat back through the cave and into the castle basement. This time you can just turn left at the fork and take the stairs if you previously stepped on the tile to open the door. From here take the open door to reach the area that Henry was originally kidnapped in and go north through the door. Search the jar for a Small Medal and the bookshelf to find a diary. The diary will give information about the Mirror King Dale was speaking of that can show the truth of all things located in a tower and only the nunnery possesses the key... Take the stairs and go north to step on a warp tile. When you leave the warp tile area you will be in a shrine on the world map and a tower will lie to the south. If you go to the tower you will be unable to open the door. Head north on the world map and you will eventually reach the nameless nunnery by the sea,

Speak to Maria and she will be delighted to see you. Speak to the nun by the piano and she will ask if something troubles you. Say yes and you will mention that you wish to enter the southern tower to retrieve the mirror. Apparently, only a maiden of God can open the gate to the tower. Maria will then offer to go and assist you and will be granted permission. Now with Maria trailing behind, head back to the tower.

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TOWER (WK19)

- Items: 650G
Scale Shield
Acorns of Magic
Magic Water
Mirror of Ra

Maria will whisper a prayer and the door will open when you inspect it. Go north and then east at the fork to reach a set of stairs. If you went west, the stairs would lead to a dead end. From the second floor stairs go south to reach a chest. 650G will be inside. Follow the western path and be careful not to fall of the edges of the narrow path when going south or you will land on the floor below. Take the stairs and go north along the narrow passage to reach some chests. A Scale Shield and Acorns of Magic will be inside. Go back to the stairs you came from on this floor and go east to reach the stairs. Go south to grab the Magic Water from the Jar. Return to the narrow ledge by the two chests on the floor below and go west to reach some stairs. Take the next set of stairs and go north. Stop when you see a small gap in the floor. Go to the left hand side of the floor and go straight to walk over the invisible tile and avoid falling down to the floor below. Search the nearby object to find the Mirror of Ra.

Now that you have the mirror, return to the warp shrine during the day time and warp back to Reinhart Castle. Return to the throne room and King Dale will not be there. Speak to the Chancellor to learn that King Dale has brought out another Empress. Go upstairs and Dale will be in front of his mother and the imposter Empress and he won't be able to distinguish between the two of them. Use the Mirror of Ra on them and you will find the one to the right to be Dale's mother and the one to the left to be the imposter. You will then be

attacked.

Boss Battle - Imposter

The imposter may bring Trick Bags, healers and Skeletons into the battle. Lower it's defense and cast Surround. Pound it and it should eventually perish. Imposter does have some breath attacks that do small damage but can hit the whole party. If it takes a deep breath though, beware as the next attack will be strong.

The imposter states that Dale could have been King of the world before dying. A screen will pop up mentioning the rumor of the imposter Queen spread quickly. Day will break and the character will be in front of King Dale. He will thank you from the bottom of his heart for what you did for his country. He will state that he is a failure as King and requests that Henry take over. Henry will decline the offer of King but will agree to assist Dale in ruling the country. Henry will then say goodbye as he leaves your party to stay in Reinhart. Speak to Henry and he will mention ships should be sailing through the Harbor of Vista now. Any items or equipment that Henry was carrying will be at the depository in Oracleberry. Head to Vista Harbor now to catch a boat to a new land.

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PORT SELMI

(WK20)

Items: Small Medal x 2
 Silk Apron
 50G

Visit the Harbor of Vista during the day time and a ship will be there. Board the ship and you will be taken to a land to the west. When you get off the ship, you will be in a large town. Go north and the man will warn you that the lighthouse up ahead has scary monsters. Enter the lighthouse and you won't find any monsters. You will find a Small Medal in the drawer though. Directly south of the lighthouse is a monster daycare center. Enter the main part of town and if you enter the house above the item shop, a man will tell you to search the flower patches at the church. Due so to find a hidden Small Medal. There is a depository in the church cellar.

Enter the town inn and a peasant will cry for help as two men surround him. One of the men will challenge you. Either answer will prompt the man to attack you. You should have no difficulty disposing of the two Bandit Wolves. After the battle they will say that you will regret this before retreating. The peasant will thank you and then ask you for help. Say yes to avoid the endless loop. Apparently a huge creature is rampaging through his villages fields. His people are getting hungry with the shortage of crops. He needs a strong warrior to help his village rid the monster. He can pay you 3000G and half up front if you accept. He then tells you he will meet you at his village, Kabochi, to the south. Go on the red stage now and enter the back area to find a change room filled with dancers. Loot the drawers for a Silk Apron. Also notice the door you can't enter because you don't have the proper key. Head upstairs to grab the 50G from the jar before leaving town and heading south to Kabochi. It would be a good idea to return to Port Selmi during the night. If you go the bar and pay 10G, and old man will tell a story about meeting your father Papas. You can also flirt with one of the dancers. When you are finished, head south past the sign to Kabochi.

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Items: Small Medal x 2
Leather Hat
Armband of Sacrifice
Strength Seed
Magic Water

When you enter the town, it will be night time and you will see an animal scamper away. You will only be able to open one door in town and a Leather Hat will be in a jar inside. Move the tile over in the middle of town to find a hidden staircase. Grab the Armband of Sacrifice from the chest down below. Stay at the inn and when day breaks, you can speak to the villagers. A Strength Seed lies in a jar in the house with the lone woman. Enter the house with the horse in the southeast area of town and you will walk in while a conversation is going on. One man is upset that the town's money is being entrusted to an outsider. The man will then leave in anger. Go upstairs to grab the Magic Water and Small Medal from the jars. Go downstairs and speak with the town elder (black hair). He will thank you for your offer to help and mentions that while he doesn't know where the monster lives, it comes from the west. Before you leave town, go to the church in the cave. There will be an item shop set up there during the days. Search the top left corner to find a Small Medal. When you are ready, leave town and head west. You will eventually come to a cave.

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CAVE

(WK22)

Items: Small Medal
Stone Axe
Iron Helm
Papas Sword

Make sure you have Bianca's Ribbon with you before entering the cave. From the entrance go east, avoiding the path directly to the south and go south at the fork. When you find a skeleton next to a burnt out campfire search one step above the skeleton to find a Small Medal. Go west to grab the Stone Axe from the chest before going south to reach the stairs. From the stairs go south and to the west to reach a chest. If you open this chest you will have to fight it as it is a monster called Man Eater Chest. This monster can cast "Beat" on a character which can instantly kill it. There is a possibility that the Man Eater Chest may drop a Small Medal after the battle.

NOTE - a previous patch by Dejavu contained a bug in which you would keep killing Man Eater Chests for an infinite amount of Small Medals. If you have the most recent patch, this bug has been corrected.

Be careful not to fall off the ledges or you will wind up on the floor below. From the chest go back to the stairs and go west across the two bridges. Take the stairs down and grab the Iron Helm from the chest. Note the area in the middle of the room before returning to the stairs. If you speak to the man at the bridge, he will try to jump across but won't make it and fall to the floor below. Drop down to check on him and after speaking to him a few times, he will mention that a really vicious monster resides in the cave. Go back up the stairs again and this time make your way all the way to the south, past the initial set of stairs and go east to reach the stairs. Go north through the door and confront the beast. You will be attacked by a Killer Panther.

Boss Battle - Killer Panther

Notice that during this battle the panther will be doing odd things like trying to remember and assessing the situation. While you can unload on the panther, it won't die or do much return damage. Use Bianca's Ribbon on the panther as an item. When you do, the panther will remember something before licking your face. It's your panther from 10 years ago!

The battle will end and make sure to speak to the panther so it will once again join your party. Before you leave, search the sword that the panther was guarding to acquire the Papas Sword. Equip it and return to Kobochi

When you return to the small farming town, all of the townsfolk will be afraid of you as you befriended the monster. They will think that you conned them from the beginning. Speak to the elder to collect your reward before leaving town.

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RURAPHIN

(WK23)

Items: Small Medal x 2
Wing of Wyvern
Agility Seed
Magic Water
Medical Herb
RuraMoon Herb
Wayfarers Map

Head back towards Port Selmi but go west of town. Eventually you will make your way to the town of Ruraphin. The inn in town will have a couple who are having difficulties staying there. Upstairs you will learn an old man in town researches old spells and brings them back to life. Search the jar for a Small Medal. Enter the large building north of the inn and you will find an item depository as well as the church. Go upstairs and if you take the stairs down that lead to the bar, you will find a Wing of Wyvern in the barrel. If you exit the building via the church, you should see a house to the south with smoke pouring out of the smokestack. That is old man Bennets house. Search the pots west of the church for an Agility Seed and Small Medal. Speak to the couple at the table to learn that Prince Henry has found a wife. You may be wondering how you can access the two remaining houses in town as they don't seem to have direct paths. Go to the large building north of the inn and go around it from the west side to reach the rest of the town. The southeast house is the weapon shop during the day and the armor shop during the night. Take the north path until you reach the note and the wall and proceed directly south to reach Bennets house. Speak to him and say "no" when he asks if you have come to complain about the smoke. He will then explain that he is trying to recreate a spell that allows you to travel to places you have already been. He will then ask you if you want to help him with his research. Say yes and he will ask you to follow him upstairs. Search the barrel for a Magic Water and the pot for a Medical Herb before going upstairs. Speak to him and he will show you part of the world map that shows your current location as well as the region that the RuraMoon Herb grows. He wants you to fetch him this herb. The herb can only be picked at night and can be identified by the fact that it glows. Bennet will then take a nap as he waits for you to complete his task.

Return to Ruraphin at night if you haven't already and visit the bar. The barkeep will mention that you should search for the Zenethian equipment if you wish to find the legendary hero. Visit the armor shop as well if you'd like. When you are ready, go west of town to find the herb. Now you can go directly west over a mountain area (note the cave in the water) or you can go around.

Head towards the southern tip and search the glowing area at night for the RuraMoon Herb.

Go back to town and speak with Bennet. He will jump out of bed in excitement and will rush downstairs. Speak to him and he will add the RuraMoon herb to his concoction and the room will suddenly be filled with small explosions. When you come to, speak to Bennet and he will ask you to check your spells as you should have learned "Return".

Use return and go to Reinhart castle to see Prince Henry. Go to the throne room and Dale will mention that his scholars are studying the legendary hero. They have learned that the Legendary Shield lies in the city of Salabona which is south of Ruraphin. Speak to the chancellor to learn that Oracleberry is now selling travelers maps. Go upstairs to find Henry and his new wife Maria! Henry always thought that Maria liked you better and Maria will mention that you will find someone special.

Warp to Oracleberry and make sure it's night. Go to the same shop that you purchased the caravan to buy a Wayfarer's Map for 1000G.

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TO SALABONA (WK24)

Items: Small Medal x 2

Warp back to Ruraphin and head south until you reach a small cabin. This is actually an inn and you will learn that a lady named Flora is to be courted for marriage. Search the well for a Small Medal before continuing south and entering the nearby cave.

Go east and then take the path south. From here take the east path to claim the Small Medal from the chest before going west. Take the lower path until you exit the cave.

Go south a bit and cross the bridge to the west to enter the town beside the tower.

=====
SALABONA (WK25)

Items: Iron Shield
Small Medal
Intelligence Seed
Silver Barrett

When you enter this town you will hear a dog barking. The dog will approach you and a young lady will be chasing after it. The dog named Lillian will be very friendly with you and this surprises her master. After introducing yourself to the young lady she will thank you before leaving. Stay at the inn if it's night time to rest. An Iron Shield can be found in the drawer at the inn. Speak to the townsfolk and you will learn that the richest man in town, Ludman, is looking for a worthy fellow to marry his daughter Flora. Apparently who ever gets picked as her husband gets to have a family heirloom, a shield... Enter the house just south of the town entrance to find a Small Medal in the drawer. Enter the small house just south of Ludman's mansion to find an Intelligence Seed in the drawer. Enter the mansion and you will meet one of Flora's childhood friend named Andy. After speaking with him and the other suitors, Ludman will ask you all to enter his room. Ludman will explain that

only a high caliber man can marry his your daughter. In order to marry Flora, you must acquire two magic rings that are hidden on this continent. The rings are the Fire Ring and Water Ring which bring luck to their wearer. If you acquire these rings, Ludman will also give you a shield. The young lady you met when you entered town will come down the stairs and Ludman will scold her for not staying in her room. Flora will complain that she wants to be able to pick her own husband and mentions that the Fire Ring lies deep within a fiery cave. She doesn't want anyone to risk their lives just for her. Flora will then notice the character and wonders if you are here for her hand in marriage. Ludman notes that you are quite handsome before reiterating that only the one who brings both rings may marry his daughter. Ludman will then lead Flora upstairs as you are all dismissed. Both nearby chests will be locked. Go upstairs and Ludman mentions that the Fire Ring should be in a cave to the southeast. Search the drawer in Flora's room for a Silver Barrett.

Enter the town at night to learn that Andy has loved Flora ever since he was a child. You will also learn from a soldier that a young girl in the mountain saved his life...

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VOLCANO

(WK26)

Items: 450G

Staff of Antimagic

Iron Helm

Defense Seed

1500G

Ring of Flames

Go south of Salabona and eventually you should find the volcano. Beware the Bombcrags along the way. Once you enter the volcano you should see Andy nearby. He will wish you luck. Ignore the path to the north. Also ignore the first bridge to the south but take the second bridge to find a chest with 450G inside. Go back, crossing the bridge and head north while following the path all the way to continue on. Avoid the branch that leads to a dead end and continue to reach the stairs. From here follow the path and go east. Skip the path to the south and search the chest to do battle with a Man Eater chest if you'd like. You should see a small incline that leads into the lava as well as a chest on a lone island. Walk through this lava which depletes 1HP per step to grab the Staff of Antimagic. Go back but this time take the southern path. Head east to grab the Iron Helm from the chest. Now there will be two paths that lead north. Take the western one as the eastern one leads to a dead end and take the stairs. From here follow the path and you will see many paths are blocked off by lava. Go directly north over the few steps of lava and you will find a Defense Seed in a chest nearby. Going back you should see that the path right beside the one you just took leads to another area. Ignore it for now and just follow the normal trail and when you reach the top, tread south through the lava to retrieve the 1500G from the chest. Go back and now head north through the lava to reach the next room. If you go east through the lava and take the stairs you can step on a tile that will replenish your parties HP and MP. Go back and then north and take the stairs. Go north and you will see a ring. Search it and you will be attacked by three Lava Savages.

Boss Battle - Lava Savage x 3

Stick to normal attacks and don't bother doing any fire attacks as they are useless. These guys do breath attacks that damage the whole party but should be easy to defeat.

After defeating them the Ring of Flames will be yours. Return to Salabona.

When you return to town, make sure it's daytime and return to Ludman's mansion. Speak with him and you will hand over the Ring of Flames. He tells you that you need to find the Water Ring which is probably surrounded by water. Ludman will allow you to use his ship outside of town to explore. If you visit Andy's house, you will find that he was burned pretty badly and Flora will be tending to him. When you are ready, go outside and make use of Ludman's boat.

=====
MOUNTAIN VILLAGE

(WK27)

Items: Strength Seed
Medical Herb
Small Medal x 2

Sail north and you will be blocked by a Watergate. The nearby sign tells you to visit the mountain village for details on how to pass. Make sure it is daytime.

Enter the village and go into the cave near the entrance. This is the town store and if you search the right jar you will be attacked by a Demon Jar. The left jar contains a Strength Seed. A man near the town entrance suggests someone in town may help with opening up the Watergate. Enter the inn and you will learn that Duncan and Bianca live here! A drawer on the second floor of the inn will contain a Medical Herb. The inn basement has a Small Medal in one of the barrels. Have some fun with the ladies in the hot spring if you'd like. Leave the inn and you should see a young lady kneeling at a grave. Search the grave beside her to find a Small Medal. Head into the northern house and speak with the man in the bed. This is Duncan and he will ask if anyone is there. After clearing his eyes he will explain that you look familiar to him. He will be astonished after finding out that you are Papa's son and still alive. Duncan apparently didn't realize that Papa's was killed. Duncan can understand your pain as he lost his wife. He then asks if you met Bianca at her mother's grave. Bianca will then return at that moment and Duncan will reintroduce you. Bianca is very happy that you are safe and recalls that she heard you disappeared around the same time that Santa Rosa was destroyed. Bianca held faith that you were still alive though and brings up the past promise about adventuring again together. Bianca wants to catch up since ten years have passed but you will mention that you cannot stay long. Bianca will seem internally upset that you are searching for the Water Ring to get married. A screen will then pop up indicating that you spoke with Bianca all through the night.

Bianca will wake you up and mention that breakfast isn't quite ready. Duncan will then confide to you that Bianca isn't his real daughter and that he hasn't told her yet. He feels worse for her since she is taking care of him and he just wants her to be happy. Duncan explains that he isn't sure how much time he has left and mentions that it would make him feel better if you can stay with her. As you leave bed, Bianca will advise you that breakfast is ready. While you are eating, Bianca suggests that she helps you find the Water Ring. If you object, she says she won't open the Watergate for you so you are forced to agree. She then asks you to talk to her before you are ready to leave so do any shopping and whatnot before doing so. When you do speak to her, she will join your party. Bianca will be very weak compared to others. Transfer over any equipment she may be able to use like the Staff of Antimagic.

When you leave town, enter your boat and Bianca will open the Watergate. Head north and enter the Waterfall Cave.

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WATERFALL CAVE

(WK28)

Items: Robe of Serenity
Elven Medicine
1200G
Ring of Water

Once you enter the cave Bianca will mention how exciting this is and brings up your adventures in Lenoire. Take the linear path to reach the stairs. From here take the path around the water to reach the next set of stairs. Proceed until you have the option of going north or continuing west. Stay west as going north leads to a dead end and take the stairs. Now continue south and when you are crossing the long ledge, Bianca will comment on how beautiful the cave is. Notice the treasure chest that you cannot get at this point in time as you continue on. When you enter the area with the man wading in the water, note that you can proceed through the light blue water. When you reach the stairs in this room notice the hole to the south. Fall down this hole and you will land in a room with another hole and a south exit. Take the south exit to reach the chest you previously saw and claim the Robe of Serenity. Go back and fall down the hole to land in a room with stairs leading up as well as a north exit. Taking the stairs will just lead you back to the room where you initially fell down the hole. Go north and follow the path to reach the stairs. Continue on until you are in an open area with a waterfall nearby. Notice the chest and cave opening here. Make your way around and when you enter the water, go directly east and take the stairs to eventually reach a chest containing Elven Medicine. Go back to the open area and make your way north to the hidden cave under the waterfall. Grab the 1200G from the chest nearby before entering the cave. Once you enter this cavern the Ring of Water will be in sight. Grab it and Bianca will try to show you how happy she is for you now that you can marry Flora.

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THE WEDDING

(WK29)

Items: Silk Veil
2000G
Zenethian Shield

Return to Ludman's mansion and as you and Bianca approach him, Ludman will congratulate you for retrieving the Water Ring. This proves to him that you are the man to marry Flora. He grants you her hand in marriage and explains that he has already begun with the wedding preparations. He then takes the Water Ring and advises the priest with give you both rings back during the wedding. Ludman then asks Flora if she objects to this and Flora will notice Bianca. Bianca says she is an old friend and Flora will stop her as she tries to leave. Flora can tell that Bianca is in love with you and notes that you have feelings for her as well. She states that you will regret it if you marry her. Ludman will then interject and suggests that tonight you can pick between Flora and Bianca. After making preparations for the night, Ludman asks if the plans are understood. Say yes or he will repeat himself.

A screen will pop up saying that you were unable to sleep that night. It will be the middle of the night and you will have control of the character. If you visit Andy's house he will be sleeping and dreaming of Flora. Visit Bianca in Ludman's small house and she will mention how things are so complicated. She says that marrying Flora is what's right and that she can take care of herself.

Speak to Ludman in his mansion and he will tell you that he really likes you. Even if you decide not to marry Flora, he will take care of the wedding. He has sent out invitations to your friends Henry and Maria. Go back to the inn and speak with the innkeeper when you are finished with your late night stroll.

When day breaks you will be in Ludman's mansion. You will be led to Ludman and Flora and Bianca will be beside him. He will ask if you have thought hard over who to choose. After answering go and speak to the one you choose to marry. If you chose Flora, scroll down to the end of this chapter.

If you choose Bianca she will tell you that she loves you and gets excited that she can travel with you. Ludman ushers the soon to be bride off to change as he starts the preparations. Flora accompanies Bianca to help her get dressed. After the lackeys leave Ludman notes there is a master tool man living in some hole in a mountain village that he had ordered to make the brides Silk Veil. He asks you to retrieve this veil and mentions that all preparations should be taken care of by the time you return. Ludman then mentions that he doesn't mind that you chose Bianca as he likes you and feels you are a good man. Leave town and sail to the mountain village to retrieve the Silk Veil from the item shop owner in the cave.

Return to Salabona and go to Ludmans second home to place the Silk Veil over Bianca's head. She will then ask you to lead her to the church. As you are on your way, Henry and Maria will greet you. Enter the church and the wedding will begin. After the wedding is official and you and Bianca leave the church, a screen will pop up explaining that celebrations took place deep into the night.

You will wake up around noon the next day with your new wife greeting you. Bianca mentions that although she is a tomboy, she will love you forever. Bianca will then join your party and suggest you visit Ludman. Note that both you and Bianca will be equipped with the Ring of Flames and Ring of Water.

Return to Ludman's mansion and he will mention that Henry and his wife left earlier in the morning. Before he departed he told Ludman all kinds of stories about you including your quest to find the legendary hero. He then asks you to take the items from the previously locked chests. He also mentions that he sent a message to Port Selmi so that you can use his ship. Search the left chest for 2000G and the right chest for the Zenethian Shield. See Flora upstairs if you'd like before leaving town and heading for Port Selmi and Ludman's ship so you can continue your journey to find the legendary hero.

Before going to Port Selmi, return to Alcapa and stay at the inn with just Bianca in your party to watch a very romantic and touching scene.

If you marry Flora

If you choose Flora she will tell you that she needs protection. She asks if you will still marry her despite her being a burden. After picking Flora, Ludman will start with the preparations. He tells you to retrieve the Silk Veil from a toolmaker in the Mountain Village and that all preparations should be finished by the time you return. Leave town and sail to the mountain village to retrieve the Silk Veil from the item shop owner in the cave. Feel free to tell Duncan that you chose Flora if you'd like before returning.

Head to Ludman's second home to place the Silk Veil over Flora's head. Leave the house and Henry and Maria will greet you as you're on your way to the church. Enter the church to start the wedding. After the wedding is finished, a screen will pop up explaining that celebrations took place throughout the

night.

You will awake the next morning will your new wife looking over at you from bed. She explains that she wants to accompany you on your journey to find your lost mother. After saying yes, she tells you that she must see her father to get his permission. She will then officially join your party. Equip her with the Silk Veil and go see Ludman.

Ludman will explain that Henry and Maria left early in the morning, but not before telling many stories about you. Ludman then gives you a gift. Flora then asks her father if she can travel with you. Ludman initially forbids it but understands how she feels. He then says that on an island west of the mountain village lies a shrine. There is a jar inside that Ludman wants you to look at. He explains that if Flora feels she can go there and not become a nuisance to you, she will be allowed to travel. Flora agrees and Ludman gives her the key before requesting the color of the jar. He then allows you to open the treasure chests. Inside you will find a Zenethian Shield and 2000G.

Leave town and head for the shrine just north of town. Note that you cannot control Flora in random battles at this point in time. As you enter the shrine, Flora will wonder why her father built it in the first place. She then opens the door so that you can enter. Inspect the jar to find it emitting a peaceful blue light. Visit Bianca in the mountain village if you'd like before returning to Ludman. You will explain that the jar was blue and Ludman will mysteriously say that is good news. He will then ask you if Flora was helpful. Either answer will grant Ludman's permission. He then tells you to take his ship from Port Selmi to continue your journey. Unlike if you marry Bianca, you don't get a special scene if you stay at the inn in Alcapa.

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SEA JOURNEY

(WK30)

Items: Small Medal

Head to Port Selmi and speak to the man at the dock who is blocking a boat. He will ask if you are (whoever you named your character). Answer yes and he will grant you access to Ludman's boat. He also advises you to stop by the tavern for some gossip. Do so and you will learn about a desert castle to the south which is supposed to have a grave for the legendary hero. Go back to the dock and enter the boat. You will now be on the world map. Take a moment to look at your Wayfarer's Map and notice that you can actually only sail in and around a large island in the middle of the world. All outside areas are blocked off by reefs. Notice on the southern area of the map the large desert area. Aim for this location. When you reach the desert, head to the eastern area of the map to find a small pool of water surrounded by trees. Enter this area and you will be in the desert oasis. Speak to the old man to learn that the castle of Telepador lies to the west and an island floating to the southeast belongs to the Medal King. Search the jars for a Small Medal before heading southwest to find Telepador Castle.

This chapter is the exact same if you marry Flora.

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TELEPADOR

(WK31)

Items: Wing of Wyvern
Defense Seed

Small Medal

Enter the large desert castle and rest at the inn. Go directly west to find the weapon and armor shops. The weapon shop basement has a Wing of Wyvern in the pot. Enter the castle and you will learn that Queen Isis appreciates when travelers visit. Search the jar in the kitchen for a Defense Seed, the other jar is a Demon Jar. On this floor you will learn that the legendary hero's bloodline is unknown and that this castle was built by people who traveled alongside the legendary hero. Head upstairs to learn that Queen Isis is in the basement and predicts that a darkness hovers the world. Head to the basement and Isis will be to the southeast. Speak to everyone else first and search the well for a Small Medal. Speak to Isis and she will ask if you have come to pay homage to the resting place of the legendary hero. Say yes and she will sense power in you and asks that you follow her. Do so and she will lead you to a shrine for the legendary hero. She explains that the legendary hero disappeared after saving the world and nobody knows where he is. They have protected the Zenethian Helm for generations should the legendary hero ever return. She then asks you to equip the Helm. Feel free to read the tablet near by first which reads "When Darkness Descends, the Legendary Hero Will Come". When you try to put on the Helm, you will be unable to do so. Isis will then say although she thought there was something magical to you two (referring to Bianca as well) she must have been mistaken. She then leaves and asks you to return. No you cannot steal the Helm ~_-. Speak with her again and she explains that she sometimes has the ability to read peoples minds. She then asks why you are searching so hard to find the Legendary Hero. Isis will ask if your father was King Papas after hearing your story. Across the ocean to the east lies the land of Granvania. King Papas set out to find his kidnapped Queen taking his young son. Isis advises that if you are that son to travel to the eastern land of Granvania. After learning of these events, leave the castle and head out in search of Granvania.

As you leave the desert area, follow the coastline and you should see a small shrine near by. This is the Medal Kings castle. There will be three chests that you cannot get at this point in time as you won't have the correct key. Speak with the Medal King and he will tell you how many medals you have and asks if you would like to exchange them. The list of items you may exchange medals for is as follows:

| | |
|------------------------|----|
| Combat Pajamas..... | 5 |
| Mysterious Bolero..... | 10 |
| Sword of Miracles..... | 16 |
| Mystic Armor..... | 21 |
| Falcon Sword..... | 30 |
| King Metal Shield..... | 43 |

Note that unlike Dragon Quest 6 and 7 that once you trade in your small medals to the king they will be gone forever. For example, if you have 20 small medals and you exchange them for a Sword of Miracles you will only have 4 left after the transaction. The Sword of Miracles can be very tempting at this stage and if you have followed this walkthrough you will have at least 16 small medals. Choose wisely if you would like an item now or if you wish to save your medals so you can get a better item later in the game.

Continue to follow the coastline and you will eventually see a shrine. Enter it and you will be in Neds Inn. Rest up and save as you will have a long adventure ahead of you. When you are ready, leave the inn and go north through the swamp and enter the cave.

If you married Flora:

Items: 2000G

There will be a man standing on a treasure chest near the castle entrance. Speak to him and he will explain that Ludman brought a gift. Open the chest to receive 2000G. The rest will be the same.

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TO GRANVANIA

(WK32)

Items: 550G

Small Medal x 3

Ring of Prayer

Speak to the old man near the entrance to learn that this treacherous path does indeed lead to Granvania. Follow the linear path for a bit until you have the option of going north via two trails. Take the eastern path branching north to claim the 550G from the chest. Go back and follow the other path until you reach an area where you can go north or south. Go south to grab a Small Medal from the chest. Go back and now go north, grabbing the Ring of Prayer from the chest before taking the stairs. Search the jar for a Small Medal and beware of the Demon Jar. Go down the stairs and a suspicious old lady will let you stay the night if you say that you are lost. Do so and Bianca will wake you during the night wondering what a sound she just heard was. She thinks someone is sharpening a blade and when you try to move, you are frozen in place! The old lady will then come downstairs and explain that she put a spell on you to help you sleep. She also sharpened your weapon and your strength increases by five points. You then go back to sleep and wake up in mid morning. Head back to the chest that had the Small Medal and take the northern path from the west side of the mountain. Continue on until you reach the cave opening. Enter the cave and go west, ignoring the path that branches north. Grab the Small Medal from the chest before continuing along the path. Take the north branch and go up the stairs. From here go south and then east to climb up the pyramid like structure. Follow the path around and speak to the traveling priest if you'd like before exiting the cave.

If you married Flora:

Items: Water Flying Clothes

Chapter will be pretty much the same. The only difference is when you are climbing the mountain, right before you enter the cave another man sent by Ludman will have another chest for you. Inside will be Water Flying Clothes.

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CHIZOD

(WK33)

Items: Monster Lure

Small Medal

Fighter's Hair

When you exit the cave you will emerge in a small mountain town called Chizod. As you wander off you should notice Bianca staying near the town entrance. Speak to her and she won't be feeling well even though she tries to hide it. All of a sudden she will faint while the townsfolk help you bring Bianca inside to lay down. Once inside the town inn, people will be speculating what's wrong. Once they leave, Bianca will tell you not to worry and that she just feels really tired all of a sudden. You'll then both go to bed and Bianca will

wake you the next morning as she seems to feel much better. Search the barrel for a Monster Lure. Leave the inn and visit the weapon shop next to the large bridge in town. Upgrade your equipment and speak to everyone both upstairs and downstairs to learn more about Papas and your mother, Martha. Search the barrel downstairs for a Small Medal and the jar for a Fighter's Hair. Enter the northern house to reach the church. When you are ready, cross the long bridge to the east and notice Granvania castle can be seen in the distance before entering the cave.

This chapter is the exact same if you marry Flora.

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TO GRANVANIA PART TWO

(WK34)

Items: 1500G

Small Medal x 3

Rogue Armor

Leaf of the World Tree

270G

Bomb Stone

1600G

Staff of Punishment

Wing of Wyvern

Stone of Life

Agility Seed

Enter the cave and take the stairs twice until you are beside a pool of water. From here, take the northeastern path to reach two chests. The left one contains 1500G, while the right one is a Mimic. Go back and then south from the stairs to get the Small Medal from the chest. Speak to the guy who says he has had back luck and to not go any further before ignoring him and continuing further. Once you exit the cave you will fall down the mountain a bit and land on an area to which another cave opening can be accessed. Enter and ignore the north path and head west until you eventually fall down the mountain again before seeing another cave. Open the chest for a Rogue Armor and go inside. Be careful as the Rogue Armor is cursed. From the entrance take the stairs. Go north to grab the Leaf of the World Tree from the chest before going back. Take the linear path while grabbing a Small Medal and fighting a Mimic from the chests along the way. When you reach the bottom, go west and then exit the cave to get the Small Medal from the chest before returning back and taking the east path to reach the stairs. From the stairs grab the 270G from the nearby chest before heading south. Follow the path until you near the stairs. Note that you can go down the stairs or fall down the ledge. Which ever you do, take the stairs surrounded by the blue tiles to grab a Bomb Stone from the chest. Go south and exit the cave and a man will mention that Sancho passed through recently as he was on his way to Granvania. Sancho is alive! Take all of the stairs up until you enter a room with a chest. Grab the 1600G. Don't fall off any ledges yet and go up the stairs and up the next set to reach a small room with a chest. This is a Mimic. Before you move, however, move east and you will find a hidden room containing a chest with a Staff of Punishment. Go up the next set of stairs and there will be two chests. One will be a Man Eater while the other will contain a Wing of Wyvern. Don't bother going up the next set of stairs as it will lead you to drop off a ledge and you will have to start from just outside of Chizod. Go back to the area which had the chest and all of those ledges and fall down one. When you land, go outside and grab the Stone of Life from the chest before going inside the opening. Grab the Agility Seed in the nearby chest and face the Man Eater in the other if you wish before going south and exiting this long place.

You will now be on the world map. Head north to enter Granvania Castle.

This chapter is the exact same if you marry Flora.

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GRANVANIA CASTLE

(WK35)

Items: Boxer Shorts
Acorns of Life
Stone of Life
Lace Bisuche
Defense Seed
Small Medal x 3
Intelligence Seed
Strength Seed
Ring of Prayer
Naughty Underwear
Hat of Happiness

Enter the castle on the world map but before actually entering the grand castle, go east and enter the small house. As you enter, a nun will mention to a man that guests have arrived. She will then leave. Search the drawer for Boxer Shorts and the jar for an Acorns of Life. Speak to the man (Sancho), and he won't recognize you at first. After a while he will remember you and get all excited and emotional. Bianca will tell Sancho about the marriage. Sancho explains that he must report this news to King Ojiron, Papa's younger brother. Sancho then leads the party to the throne room and explains the situation to the acting King. The King will look at you and note that you are in fact Papas son. After Bianca introduces herself she suddenly faints. Bianca will be in a bed with you, Sancho and a nun hovering over her when she awakes. The nun will wonder what Bianca was thinking traveling in her condition. After some more discussion you learn that Bianca is pregnant and that you are to be a father very soon. After that bombshell you are free to roam around. Speak to Bianca and she will apologize for hiding her pregnancy but justifies it by explaining that she didn't want to be the reason you stopped your journey. Open the drawers nearby to find a Stone of Life and Lace Bisuche. Bianca won't be in your party as she needs to rest her body. Search the drawer in the other room for a Defense Seed. Go down the stairs when you're ready and you will meet with the King.

After congratulating you, King Ojiron will ask you to take the throne. The Chancellor will object for such a decision to be made without his consultation. The Chancellor explains that all previous King's have gone to the cave of trials. Ojiron objects as there were never any monsters inside in the past but the Chancellor insists that tradition must be kept. You are then asked to go to the cave of trials and return with the Symbol of Royalty to become the new King. The cave lies in a forest to the east.

You will then wake up as a new day has begun. Take the south door and search the northeast area for a well hidden Small Medal. Go to the throne room and speak to the Chancellor to learn that your identity has been kept secret as not to excite the kingdom should you fail in retrieving the Symbol of Royalty. Make your way south and take the stairs down to the floor below. To the direct west is a soldier tavern. You will learn from the folks that it seems the Chancellor has quite the influence on the King. Search the drawer in the eastern room from the stairs for a Small Medal. Head north to find the Chancellors guarded room and the weapon shop. Go down the stairs when you are finished with this floor. Go north for an Armor shop and an Inn. An Intelligence Seed can be found in the barrel in the item shop. A Small Medal

and Strength Seed can be found in the jars to the west of the church. Go east of the church and instead of going up the stairs nearby, enter the well hidden room just south of the steps to find three chests. They contain a Ring of Prayer, Naughty Underwear and Hat of Happiness. When you are ready, leave Granvania and head for the cave of trials. You may want to speak to Sancho in his house before leaving for a bit of back story.

If you married Flora:

This chapter will be pretty much the same, the only differences are the Hero will tell Sancho about the marriage, not his wife. Sancho will also say "joy cookies" when the nurse tells you that Flora is pregnant :)

=====
CAVE OF TRIALS

(WK36)

Items: Small Medal
Swordedge Armor
Symbol of Royalty
Flying Shoes

Enter the cave and note the four doors as this can be a rather tricky puzzle. The trick to this puzzle is to notice the little bird like tile and note that it is referring to the door you need to use. Open any of the four doors to enter the room and then exit the room by taking the appropriate door (when you enter the room, the bird tile should be the furthest tile to the right). Exit the room by taking the eastern most door. Enter the room again via another door and the bird tile will now be the second tile from the left. Exit the room by taking the second door from the left and continue south to reach the stairs. From here go north and take the north path to grab the Small Medal from the chest before continuing on towards the next puzzle area. Notice the chest behind the large doors as well as the boulder nearby? You must open the door where the valve handle is located. If you do so, the water will escape and push you down towards the hole at the bottom to the floor below. Use the boulder to block you by placing it in line with the valve handle. When you open the door the water will push you down but the boulder will block you from going to the floor below and you can carry on. Grab the Swordedge Armor before going through the door and taking the stairs. You will now be in a room with two of those bird tiles. Step on the left one and a path will open up, take the stairs. From here notice all of the pillars. One pillar to the west is partially chipped. Walk towards it and you will automatically examine it. You will notice a protrusion. Examine it and a bird tile will appear. Step on it and follow the new path north to find the Symbol of Royalty. Notice that you cannot cast Outside if you wish to leave as there is a magic seal so you will have to walk back. Go south and you will eventually be approached by three men who explain there are certain people who don't want you to become King. You are then attacked.

Battle - Kandara and Shield Hippo

Kandara can cast Healmore and the Shield Hippo will often be on guard. Just pound these guys with normal attacks. Walk all the way back to the beginning of the cave and you will be allowed to use Outside to escape.

Return to the throne room in Granvania and speak to the Chancellor for some interesting chatter. Speak to Ojiron and he will say that you are now set to become King. The Chancellor explains that he must inform the country of this news as well as personally take care of the preparations for the ascension ceremony before leaving. Ojiron will wonder why he is taking this so well

since he was previously against it. Suddenly a maid will come downstairs and explains that Bianca is in labor! You are then led to Bianca in bed. Speak to her and she will offer words of encouragement. Head downstairs and Sancho will be present. Speak to everyone including the guards and a maid will rush to greet you as you can hear a baby crying in the background. Head to Bianca's chambers to learn that you have twins! A boy and a girl. Speak to Bianca and praise her. You will then be prompted to give them names. After confirming their names, Bianca will take a well deserved nap.

A screen will pop up explaining that a new King, Prince and Princess were born and the news spread quickly.

The next day will begin with Bianca asking if you slept well. Head downstairs to the throne room to have your ascension ceremony. You will become the new King of Granvania and are led downstairs to greet your people. Another screen will pop up explaining how everyone celebrated throughout the night. However..

You will have control of the new King at the church. It will be dark and people will be laying on the ground in deep sleep. Head to Bianca's room and she will not be there. Search the bed and a lady with your twins will come out of hiding. She explains that Bianca has been kidnapped by monsters! Sancho will come by and ask if everything is okay. After learning of Bianca's kidnapping Sancho explains that you must wake up all the guards.

The next day will begin in the conference room. It is implied that a sleeping drug must have been slipped into everyone's drink and that the Chancellor is missing. Ojiron orders the guards to search the castle. Go upstairs and speak to Doris outside of the throne room. She says that she saw the Chancellor fly from the castle. Head to the Chancellors chambers now which is northeast of the conference room and search the drawer to find Flying Shoes. Leave the castle and when you are on the world map, use the Flying Shoes as an item and you will be warped near the shrine northwest of Granvania Castle.

Enter the shrine and there will be an inn on the first floor and a church on the second floor. The nuns explain that they saw a group of monsters heading north and that a human was with them. You are also warned to stay away from the northern mountains as there is a tower with powerful monsters. Of course you should head there.

If you married Flora:

This chapter will be almost the same. After giving birth, Flora states that she was adopted and placed in a Nunnery, thus she is not Ludman's real daughter. A fortune teller predicted she would have an adventure to face.

=====
DEMON TOWER (WK37)

Items: Strength Seed
Wizards Robe
Small Medal x 3
Armband of Sacrifice
Magic Water
880G
Zombie Mail
Leaf of the World Tree
Wing of Wyvern

Enter the tower and notice the main entrance as well as the side entrances to

the right and left. The left door will lead you to a spring which will replenish the first character in your party's HP if you drink. Notice the stairs just west of this entrance. If you go down the stairs you will meet a fellow who is waiting for his brother. Apparently there is a great treasure in this tower. Go back and enter the eastern most entrance and climb the stairs. As you approach the star tile, you will be attacked by a Leonar. Dispose of it and step on the star tile and you will be warped. Continue on and grab the Strength Seed and Wizard's Robe from the chests. The eastern jar is a Demon Jar while the western one contains a Small Medal. Approach and defeat the two Hawk Men nearby before stepping on either star tile. You will be warped near some stairs and if you go north, you will be attacked by a Leonar and Orc King. Don't bother taking the northern stairs though as they will just lead you to the middle tower entrance. Take the nearby stairs and as you wander around in this room, metal spikes will block your way. You won't be attacked in this room so wander around to uncover all of the spikes and claim the Armband of Sacrifice from the chest. Take the eastern stairs and head northeast to take the next set of stairs. Make sure not to fall down to the floor below. After taking the stairs, note the stairs leading up as well as the open door. Take the stairs for now and follow the path to reach the three chests. A Magic Water, 880G and Mimic will be waiting for you. Go back and take the door and fall down the hole. You will be back in the room with the metal spikes again. This time take the western stairs and follow the path to take the next set of stairs. From here go outside and check the chest for a Zombie Mail. Go back and take the stairs. Go outside the door and make sure you don't step near the damage tiles before doing so or you will be burnt to a crisp and will wake in the room with the man waiting for his brother.

Follow the path until you reach the area with all the damage tiles beneath you. Note the dragon heads that spew flames to the north and try to block them with the boulders you can push. Make your way to the top and take the stairs. In this room push the boulders into the holes so they will be available on the floor below. Be careful as some will be Bomb Crag. Make sure to check the chests for a Small Medal and Leaf of the World Tree. Go to the floor below and move the boulders in front of the dragon heads to ensure you don't get burned and take the stairs. Take the next set of stairs and ignore the path leading outside. Take the stairs and read the note on the wall. "Corridor switch -- Number One". Step on the star tile and you will be warped to a small room with two chests, a jar and a lever. The chests contain a Mimic and Wing of Wyvern while the jar contains a Small Medal. Pull the lever before returning. As you try to pull the other lever you will be attacked by two Mambo and a Balloon. The Mambo may call Curer's into the battle. After beating them pull the lever and go downstairs. Head out the door and you will be able to cross the bridge. Along the way you will meet up with the Chancellor who regrets his decision to make a deal with monsters. He apparently has been double crossed and asks you to forgive him before he dies. Go upstairs and due battle with the level 20 Orc.

Battle - Orc lv. 20

This powerful Orc can lower your defense and hit pretty hard. Just pound him until he dies. After he dies, you can continue on by taking the western path.

Speak to the next monster and it will explain that Lord Dahmi has a woman who looks very tasty. You will then be attacked.

Battle - Wyvern lv. 35

This powerful Wyvern can do a breath attack which hits the whole party for small damage as well as cast Snow Blast which can hit everyone for 30+ HP.

After the battle go east and take the stairs. Bianca will be standing in front of a monster. Speak to her and she explains that the monsters used the Chancellor to kidnap her so that you would rescue her. This is a trap as they plan to kill you and take your place as King instead of the Chancellor. The monster named Jahmi shoves Bianca aside and attacks you.

Boss Battle - Jahmi

Notice you will be barely able to hurt Jahmi. Perry until he brags that he is invincible and Bianca will leap into the battle. Bianca's body will be surrounded by light which pierces Jahmi's barrier. You can now attack and hurt Jahmi.

After the battle, Jahmi will wonder about the light from Bianca and implies that the blood of the Legendary Hero still thrives. Bianca will be confused and Jahmi will explain that she will soon give birth to the Legendary Hero. If he only knew ~_-. Jahmi is determined to prevent this and turns the King of Granvania and his Queen into stone before dying.

After a while, the man you previously saw in the basement and his brother show up complaining that they can't find any treasure. They notice that King and Bianca and mistake them for statues and comment that they would sell for a lot of money.

Ojiron will wonder where the King is and a guard will come in explaining that the King was seen in a shrine to the north. Ojiron will demand they search all the land to find the King and lady Bianca. The twins will then start to cry as if sensing their parents are in danger.

Another scene will play as people will be bidding on the stone "statues". The King sells for only 2000G. Bianca isn't sold as the seller has "plans" for her which is kind of creepy.

The stone King is then brought to the buyers house as he introduces his wife and young infant son, Gigo, to his purchase. Scenes will then continue to play as the years go by as the King is stuck in statue form. Gigo will be a small Boy running around one day near his mother when two monsters land nearby. They will wonder if he is "the kid" and decide that even if he isn't, they can sell him as a slave. Gigo's mother will be pleading with the monsters as they kidnap him. Gigo's father will wonder what all the commotion is all about after the monsters take off before his wife explains the situation to him. A month later he will take his frustration out on the "statue", kicking it and knocking it over.

This chapter is the exact same if you marry Flora.

=====
GENERATION THREE

Years and years will pass until one day Sancho and two children come by the house. They will gather around the statue and Gigo's father will wonder what they want. Sancho asks if he can borrow the statue to which Gigo's father advises him he can have it. The young Princess then uses a Staff of Stoross on the statue and the stone curse will be lifted as you return to your human form. After coming to you learn that Sancho and your children have searched all over the world to find you. You also learn that the world is in danger and that Bianca still needs to be found. Now for the plot twist... The Zenethian Sword you left behind can be equipped by your son. He is the Legendary Hero! You then warp back to Granvania while word spreads of

your safe return.

When you awake and head downstairs, your children will join your party after explaining that they wish to accompany you as you find Bianca and save the world. Go downstairs and the guard mentions that eight years have passed. Speak to Sancho to learn that Ojiron has set up a ship that you can use as well as a monster daycare on the second floor to manage your captured monsters. Speak to Ojiron to learn that the birth place of your mother has been discovered and that although your father was hated by them, times have since changed. Since you are Martha's child, they may assist you. The spot is then marked on your map.

=====
EXPLORING (WK38)

Items: Zenethian Helm
 Demon Armor
 Hat of the Wind
 Silk Bisuche
 Small Medal

When you leave Granvania Castle you should notice the ship to the north. Ignore that for now as there are a few things to do now that the Legendary Hero has been found, er.. created. Return to Ned's Inn and said west for Telepador. Stop by the Medal King's Castle if you'd like. Enter Telepador Castle and go downstairs to speak with Queen Isis. She will remember you from before and mentions that a few days ago she received a message from the heavens saying the Legendary Hero would show up soon. She will then notice your son and once again lead you to the room with the Zenethian Helm. Grab the Helm and when your son tries to put it on, it will be too large. Suddenly the Helm will shrink to fit his head perfectly. Isis will beg your son to save the world and you will now be in possession of the Zenethian Helm. She will then leave. Find her in her throne room and she will give you a blessing. Now that you have the helmet you can leave this area.

Cast Return and warp back to Reinhart. I wonder what Henry has been doing all these years? Before entering the castle head left and you should see a man guarding a chest. Try to open the chest or speak with him and you will be attacked.

Battle - Kandara Henchman

Kandara was the fellow the Chancellor sent after you in the cave of trials. Just pound this fellow and have the daughter Perry.

After defeating him, grab the Demon Armor from the chest. Enter the castle and the guards will let you pass. Speak to King Dale in the throne room who will be happy that you are safe. Go upstairs and as you enter Henry's room a small boy will wonder who the heck you are. Henry will scold the little boy named Collins for his rudeness. Speak to Henry and he will introduce Collins as his son. Collins will then show your children around the castle. When you are finished chatting with Henry, go east of the throne room and your kids will explain that Collins has disappeared. Your son explains that when he opened a treasure chest to get a Goon Badge, he vanished. You should know what to do. Search for the hidden staircase and when you go down, Collins will be upset that you found him. A castle servant will then come in from the outside and take Collins back to his father. Go back to Henry's chambers and speak to Collins to receive a Hat of the Winds.

Return to Ruraphin and Bennet will teach you a spell called Chance. If you return to Santa Rosa the weapon shop will have some strong weapons.

Return to Salabona and sail the ship north to the mountain village. Head to Duncan's house and speak with him. He is glad to see you and has faith that you will rescue Bianca. You will then introduce Duncan to your children. When you leave Duncan's house you should see a man sitting on a chest nearby. This is another one of Kandars Henchmen.

Battle - Kandars Henchman

Pretty much the same strategy as before.

After the battle the henchman will run off. Open the chest for a Silk Bisuche. Sail back to Salabona and as you enter town, Ludman will be speaking with someone and then leaves. Enter Ludman's small house to see Flora and Andy. They ended up getting married. They will explain that Ludman has been acting very strange lately and to speak with him as he may open up to you. Enter Ludman's mansion and even his wife is worried about him. Speak to him upstairs and he will ask you to listen to his plea. Say yes and he will explain that west of the mountain village to the north is a small shrine. Inside this shrine contains an ancient jar and Ludman needs you to tell him the color of the jar. Speak to him again and he says if the jar glows red to please hurry back. As you leave Ludman's house, the maid explains that she overheard Ludman say "When the jar glows red, then a most vile creature has returned".

Leave town and head north to find the shrine. Note that you can't enter it as you don't possess the correct key at this point in time. Oh well, you will have to do this quest later.

Return to Granvania and finally board the ship. Sail north and when you reach open water check your Wayfarer's Map. Notice the small island in the southeast corner? Head there and enter the small house. This is the place where you remained a statue for eight long years. Speak to everyone to learn that Gigo is still missing and his parents are visibly shaken. Search the drawer for a Small Medal.

Now you should sail towards the small continent on the northeast section of the map where Martha's hometown lies. One thing to note is the monsters here will be much stronger than the ones you are used to. Try circling the continent to get a feel for the new land. There are many interesting things here including a castle which lies underwater as well as a cave which seems to be blocked by the mountains. The northwest tip contains a shrine, enter it.

If you married Flora:

The differences in this chapter are you will find an admirer of Bianca if you visit the mountain village. Duncan explains that Bianca has been worried sick and Bianca will tell you she is thrilled to see you safe.

In Salabona, Andy will be in Ludman's second house. He has married a woman named Susan who used to be an exotic dancer. He then tells you about Ludman acting strange. Ludman will be happy you are safe, the rest is the same as he wants you to once again check the jar.

=====

SMALL SHRINE

(WK39)

Items: Intelligence Seed

Stone of Life
Small Medal

Speak to the man and he will ask if you've heard. Answer no and he will tell you of a Helm called the Crown of the Sun which is so powerful even the spell of Megante cannot harm you. Search the jar for an Intelligence Seed and search just below the water bucket to the north to find a Small Medal before going downstairs. Grab the Stone of Life from the chest before leaving.

As you probably have found out while exploring, the place your mother was born seems to be unreachable by simply walking as there are mountains all around. Head to the northeast area of the large continent and there will be a cave you can steer your boat into.

This chapter is the exact same if you marry Flora.

=====
WATER CAVE

(WK40)

Items: Satan Helm
Small Medal

Follow the path and ignore the branch to the left. Just north of this branch is some land. Go there and follow the path to reach a chest containing a Satan Helm. Go back and continue on, making sure to avoid the southeastern path. When you get to the fork where you either have to go left or right, go right. Continue on to grab the Small Medal from the chest. When you get to the fork that leads north or south go south as going north will lead you to a door that you can't open at this point. After exiting this cave, sail south and enter the nearby town.

This chapter is the exact same if you marry Flora.

=====
EL HEVEN

(WK41)

Items: Small Medal
Defense Seed
Magic Key
Magic Carpet

This town is pretty big and is mainly elevated above ground and has a lot of paths. You can walk on the main level as well going under most of the city. Apparently this town is where the forgotten live. Head east of the inn to find the weapon and armor shops. Speak to the man near the shops and he will advise you to speak with the four elders of the village. Head north and claim the Small Medal and Defense Seed from the jars. The seniors will speak of your mother and father if you speak with them. Head west and speak with the man holding a cane in the room. He will ask if you are related to Martha. Say yes and he will explain that a Magic Carpet and Magic Key are hidden in this village. If you find the items you can keep them. If you try to search the nearby drawer it will be empty but you should notice the treasure chest down below on ground level. Head left and up the stairs to the chamber of the elders.

Speak to the four elders to learn that they despised when Papas and Martha got together but hold no ill will towards you. They go on to explain that in ancient times God divided the world into three parts: The heavens, the earth and the dark world. To ensure that these worlds would never collide, God created gatekeepers for each realm. The earth gatekeepers are the people

of El Heven. When Martha was born she had extraordinary powers beyond what they had ever seen before. They think that Martha was kidnapped so they could force her to open the gates to the dark world. Slowly the gate to the dark world is being forced open and a great beast will make it's way into this world eventually. Martha must be saved and the gate resealed.

When you are finished with this history lesson go back to the town entrance. From here go all the way west and then north to reach that chest you saw earlier which contains a Magic Key. Now you can open some of those locked doors you couldn't before. Go back to the town entrance and this time go north, walking underneath the main town and you should make your way towards an old man. He tells you of an ancient legend that states somewhere in this world lies a magical tower that reaches the skies. If you reach this tower you can reach the Zenethian Castle where God lives. From this man go east and then north. Follow the path and you will eventually reach a set of stairs. Descend them to receive a Magic Carpet from the chest. You have now found the two hidden treasures the caned man was speaking of. Now that you have the Magic Key, there are some doors you should go open.

This chapter is the exact same if you marry Flora.

=====
ODDS AND ENDS (WK42)

- Items: 15G
Stone Fang
Thorn Whip
Acorns of Life
3000G
Meteorite Armband

Warp to Alcapa and head to the bar. Make your way behind the counter and open the door to access the two chests. They will contain 15G and a Stone Fang.

Head to Port Selmi now and enter the inn. Head to the dancer's room and there will be a door you can now open. Do so and take the stairs to open the chests for a Thorn Whip and Acorns of Life.

Warp to Oracleberry and take the stairs at the north part of town. You can access the town jail and speak to a fellow who tells you that the second slot machine on the right in the very last row pays out the best.

Return to Granvania Castle and open the door on the second floor to retrieve 3000G and a Meteorite Armband from the chests.

Now that you have the Magic Carpet, the game becomes a little less linear. Use the Magic Carpet as an item on the world map and you will be able to fly. The carpet cannot fly over forests, mountains and hills and you won't be attacked while in flight. Use the carpet to fly to the center of the world. You should notice a tower near the poisonous marsh. Get off the carpet on the plains just north of the marsh and head towards the tower.

This chapter is the exact same if you marry Flora.

=====
SKY TOWER (WK43)

- Items: Leaf of the World Tree
Small Medal
Magma Staff

I would advise taking your children into this tower so they can level up as you won't be able to bring your wagon with you. Enter the tower and go north to reach the first room. Follow the path and take the stairs at the northeast section of the room. Notice the entrance to a room and the stairs leading up. Enter the room to grab the Leaf of the World Tree from the chest before going back. Go up the stairs and speak to the man nearby who says a fantastic treasure lies somewhere in this castle. Go back to the first floor and head west of the stairs. Notice the little trail that leads west? Follow that trail and take the stairs. From here don't bother going south out the door but take the stairs instead. Take the stairs again and open the chest to receive a Small Medal. Go east and enter the next room, there will be two sets of stairs that you can take. Take the north set of stairs and follow the path until you reach a set of stairs that goes down next to the opening to another room. Enter the room and take the stairs until you reach a fellow standing next to a chest. Speak to the man and he will explain that the Zenethian Castle used to be accessible from the top of this tower but the Zenethian Castle has fallen into the bottom of a lake (Remember that underwater castle you saw earlier?). He says that if you still wish to get to the castle, take the Magma Staff. If you use the staff, you can clear the rocks blocking the cavern entrance (remember the cave that was blocked by mountains?). Grab the Magma Staff from the chest and leave this tower.

Sail or Carpet over to the cave entrance which is south of El Heven, and use the Magma Staff on the rocks. The staff will destroy the rocks and a passage to the cave will be made. When you are ready, enter the cave.

This chapter is the exact same if you marry Flora.

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TROLLEY CAVE

(WK44)

Items: 950G

Small Medal

Acorns of Life

Magic Water

750G

Staff of Benediction

I would again advise bringing your children with you as the wagon won't be entering with you. Take the first set of stairs and note the trolley tracks, mine carts and levers. Go south and enter the mine cart to travel north across the tracks. From here go north and toggle the switch to change the tracks to your right. Take the mine cart north and head all the way west, past the mine cart to reach a chest containing 950G. Take the nearby mine cart or walk south to reach an area with two chests and another mine cart. Grab the Small Medal and Acorns of Life before hitting the switch and taking the mine cart to the next area. From here, hit the two switches and take the mine cart to the next area. Make sure you hit the second switch or else you will end up near the beginning. Take the stairs and go east to grab the Magic Water from the chest. Go south of the stairs and follow the path to reach a chest containing 750. Go back to the mine cart and hit the switch nearby. Before you hop on, go north and hit the other switch as well. Take the mine cart now and you will ride over the water and land on the other side. There will be two mine carts you can take. Take the one on the left and you should ride to the other side across the gap. Hit the switch and fall down the hole nearby. Make your way back to the two mine carts and take the one on the right. You should travel all the way to the next set of stairs. From here, go south and you should see someone riding a mine cart in a continuous circular pattern. Hit the switch nearby and in doing so you will break it. The cart that was harboring the man

will crash to the south. Speak to him and he will introduce himself as Pusan. He once lived in Zenethia and since you are trying to reach the castle, he will accompany you as an NPC. Go north and take the stairs to reach a chest that contains the Staff of Benediction. This is a very valuable item as it has the same effect as Healmore when used as an item in battle. Go back to the mine cart that crashed and ride it to go north to the next section. Skip the mine cart to your left and take the next one. When you reach the next area, take the mine cart and you will land in Zenethia Castle in the middle of the lake.

This chapter is the exact same if you marry Flora.

=====

ZENETHIA

(WK45)

Items: None

Note that this castle will be flooded in most areas so you wont be able to enter most rooms. If you go south, you will leave the castle and appear at the entrance of Trolley Cave. Don't worry as you can cast Return to return to Zenethia now whenever you like. As you try to climb the first set of stairs, Pusan explains how unfortunate it is that the castle is flooded and wonders how it fell from the sky and landed in the lake. Enter the throne room and Pusan will mention that there is a hidden staircase behind the throne. Search for the stairs and go down. If you go left in the next room you will see a golden orb standing on a mantle. If you go right there will be a mantle with no orb. As you near this mantle, Pusan will wonder what happened to the orb. He then notices the hole in the ground nearby and concludes it must have been open when an ancient soul of evil awoke some time ago. The orb must have fallen through the hole and Zenethia fell from the heavens as the one orb was not strong enough to hold the castle. Speak to Pusan and he will use the aura of the alter to try to locate the orb. Pusan begins to meditate and you will see his vision as the orb fell from the castle in the sky to Lenoire Castle. The vision also shows you and Bianca as children finding the orb. The scene continues with the mysterious fellow who looked like you asking to see the orb in Santa Rosa many years ago. The painful memory of your father getting slaughtered by Gema who then destroys the orb play out as the final scene. Pusan is upset that the orb has been destroyed and the castle will never fly again if that is the case. Pusan remembers a legend that ancestors of the Fairies were said to have created the two orbs. Perhaps the Faerie Queen can create another orb (remember how she said if you are older and ever need help to come back to the village when you were little?). Pusan states that somewhere in this world lies a forest that can take you to the Faerie village. Next stop, the forest that leads to the fairies.

This chapter is the exact same if you marry Flora.

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FOREST OF ILLUSIONS

(WK46)

Items: Elven Medicine
Small Medal
Faerie Sword
1500G

Return to Salabona and use your Magic Carpet. Fly east over the marsh and when you reach the river, follow it north until you find some land in between the forest. Get off of your carpet and go south, crossing the bridges. You should find a lone colored spot in the forest. Enter it.

From the entrance of the forest, take the northern path to find a small cave.

Inside a man will say that no ordinary person can find the path that leads to the fairie village. If you were able to see faeries, you might be able to see the path. The lady mentions that when she was younger, she caught a glimpse of fairies. The gist of that exchange is to give you hint that you should bring your children with you. Grab the Elven Medicine from the drawer and Small Medal from the jar. Leave the cave and go north to take the path leading east. Continue on and take the path that leads south. As soon as you enter the next screen (which has a small pond and paths leading east, west and south) go immediately north. You will either be at the small cave area or a trail that has a treasure chest. If you are on the chest trail, grab the Faerie Sword from the chest and go north to reach a fork. If you ended up near the cave entrance try again. From the fork go north and you should be near a campfire. Go directly south now and there will be a chest containing 1500G. Go north, and as you near the campfire, your daughter will see someone by the fire. If you go to the right of the fire you wont be able to proceed as something will be blocking your way. If you investigate the obstruction a person will cry out and run away. Your daughter will wonder where he is going and the person will be astonished that it can be seen. It will then wonder what you want. Your son will request to be taken to the Fairie village and the invisible fairie will comply. Follow your children and you will be led to a cave. Enter it and you will be back in the Fairie village.

This chapter is the exact same if you marry Flora.

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FAERIE VILLAGE

(WK47)

Items: Faerie Horn

The village will be exactly how it was many years ago. The armor shops to the right will have many expensive and powerful items. Speak to the lady near the town entrance and she will suggest you speak to Lady Powan in regards to the orb. Go north to see Powan and after the introductions, she will ask if she can help you. Say yes and you will explain the situation to her. She states that she can finally repay you for helping her so many years ago and gives you a Faerie Horn. Speak to Bella who explains that Luna, who is downstairs, can tell you exactly what you need to do. Speak to Luna and she will explain that if you blow the Faerie Horn, you will be able to see the palace of the fairies. You are told to blow the horn in the center of a lake that lies in a forest surrounded by mountains. With that clue you are done in this village.

This chapter is the exact same if you marry Flora.

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FAERIE PALACE

(WK48)

Items: Glowing Orb
Staff of Thunder
Princess Robe
Gold Orb

Return to the middle of the world on the island that the Sky Tower lies on. Head north of the tower and you will enter a misty lake. Hop on the boat and sail north. You will notice that an invisible barrier seems to be blocking your way. Go back to the lily pad and use the Faerie Horn. The mist will clear so you may proceed north now to reach the palace. Speak to the Faerie Queen inside and she will explain that her ancestors did craft the first two orbs but they can no longer make the orbs. The Queen will then make an orb but it won't have any power. Although she can't make the orb, she suggests that maybe you can do something about it. She then gives you a Glowing Orb. Speak

to her again and she states that fairies cannot manipulate the currents of time, but she believes you can. Head to the western room and speak with the guard. He will move so that you have access to the rest of the palace. Pass the stairs leading north and take the next set of stairs to grab the Staff of Thunder and Princess Robe from the chests. Go back to take the stairs that you passed and go left. Speak to the lady and she will ask you to bring her the orb if it isn't in your inventory. If it is, she will describe the nearby picture, telling you that it's a magical picture that paints the contents of your heart. The picture can take you to the place you wish to go the most. You are then told to stand before the picture and open your heart. Do so and you will be warped to Santa Rosa in the past.

Don't leave the village and make sure you speak to everyone in town. This will be the time frame right before you were to go to Reinhart. After speaking with everyone you will see yourself and your panther near the church. Speak to yourself and when asked, say yes to see the orb. After you have the Golden Orb you will be prompted to switch it with the Glowing Orb. Do the old switcharoo and you will hand back the powerless orb. When you are done, leave town to be warped back to the Faerie Palace.

Return to Zenethia and give Pusan the Gold Orb. Follow him and he will thank you before stepping on a tile in the middle of the room. Zenethia will then rise from the lake and into the sky. Pusan comments that it didn't rise as high as he expected and then leaves to explore the castle. You should do the same.

This chapter is the exact same if you marry Flora.

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ZENETHIA CASTLE

(WK49)

Items: Small Medal
Grappling Hook
Sap of the World Tree

Now that the castle has been restored, lets investigate the rooms and see if there is any treasure. Note that if you step on the tile that Pusan used to restore the castle, the castle will fly and you will be able to move it. Zenethia can fly over anything, including mountains. You will ride the castle later though. Go south through the door and enter the door to the right. Speak with the girl and go up the stairs. A man in the nearby room states that he has been waiting for this day and asks you to relay the news to his grandfather. Check the drawer for a Small Medal and go north through the fireplace to reach a hidden room. The old man states that the Master Dragon sealed his power away in the Tower of Boble that stands on a northeastern isle. He tells you to check his drawer and when you do, you will claim the Grappling Hook. Enter the room which is left of the fireplace room and search the water to find a Sap of the World Tree. This item will replenish the whole party's HP and you can only carry one at a time. Come back for another once it has been used. Leave through the southern door and enter the door east of the throne room door to enter a large library. If you speak to the person, they will not know who Pusan is... Head to the throne room and Pusan will note the alive Zenethians. Now that you have done everything you need to do in this castle, take the hidden stairs behind the throne and step on the switch to fly the castle.

As soon as you take control of the castle, press the X button to view your world map. The old man said that the Tower of Boble lies on an isle to the north east. Looking at the map, you should see that isle on the bottom left section of the map. Fly your castle to this area. Note that your castle will

fly automatically and you can change the direction with the control pad. When you reach the castle, you should notice the small area in which you can land this castle. Don't bother doing this just yet though. Remember that request Ludman made a while back? Now that we are stronger and have the Magic Key, lets finish that request.

This chapter is the exact same if you marry Flora.

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LUDMAN'S REQUEST

(WK50)

Items: Final Key

Go to Salabona and sail north and enter the small shrine. Go inside and examine the jar. It will emit red rays of light. Return to Salabona and when you enter town, a man will explain that Ludman is waiting for you at the Tower of Viewing which is right beside the town. Before you go into the tower, I would advise storing all of your money at a depository as well as saving your game as there is a strong possibility you will die :)

Enter the tower and when you reach the top, you will confirm with Ludman that the jar is indeed glowing red. Ludman explains that the demon of the jar will soon be free. Over one hundred years ago, Ludman's great, great, great grandfather stood on top of the tower like you are doing now. He defeated the demon and sealed him inside the jar. The seal has become weak over time and Ludman is worried that the demon will come after him to seek revenge and destroy the town. Ludman will then decide to go to his house to make preparations for the battle and asks you to stay at the tower to watch while he is gone. As soon as Ludman leaves, the background will darken. In the distance you will see a monster slowly approaching. Once he appears, he will wonder where Rudolph is before attacking you.

Boss Battle - Buorn

There is a reason why I advised you to take your children with you in the Sky Tower and Trolley Cave. You must defeat Buorn with your children in your party. This battle can be extremely difficult and you wouldn't stand a chance if your kids were not developed. Have your son cast Barrier and Increase while your daughter casts Bikill on the men and Decrease. Buorn can use breath attacks which can rock the party for huge damage if there is no barrier. His physical attacks also hit very hard.

After the battle, there will be a treasure chest nearby. Open it to retrieve the Final Key. Now you will be able to open all the locked doors. Go down the stairs and a screen will pop up explaining that you returned to Ludman's mansion. Ludman will be so happy he says "Joy Cookies"... as he thanks you. Speak to Flora and Andy if you wish to hear more praise before leaving. Now that you have the Final Key, lets open some doors.

This chapter is the exact same if you marry Flora.

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SIDE QUEST

(WK51)

Items: Small Medal x 3
Golden Tiara

Warp to Oracleberry and enter the prison. Let the guy out of his cell and in thanking you he will tell you to check the stool. Search one space to the left of the stool to find a Small Medal

Enter the Medal King's Castle and you can now open the door containing three chests. Open them to receive a Small Medal, Golden Tiara and another Small Medal.

Before going to the Tower of Boble, there is another place that you can go. Warp to Santa Rosa and just north, across the river lies a cave. Enter it.

This chapter is the exact same if you marry Flora.

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CAVE OF SEALS

(WK52)

Items: Small Medal
Elven Amulet
Demon Hammer
Royal Cloak

Make your way into the cave and use the Final Key on the lock. Read the sign and it will warn you not to move the nearby stone tablet. If you do move the tablet, monster will then appear in the room and you may be randomly attacked. Move it back to reseal this room from random encounters and go north to take the stairs. Once you head left of the stairs, you will see that the seal in this room is broken so beware of encounters. Go west and then south to find the stone tablet. You can push it to seal the room if you'd like. Be careful of the enemy called "Moon Face" as they can cast Chance and destroy your party with their random attacks. Take the stairs to the next floor. This room is rather large and the stone tablet will be visible once you enter the room. Don't bother pushing the tablet in this room. Make your way south and west. You should notice four paths that lead south and stairs just north of the western most path. The stairs lead to a dead end and the western most path leading south leads to the seal. Start from here and take the south past to the east to find a Small Medal in the chest. Go east and take the next path south to find an Elven Amulet in the chest. The next southern path leads to the stairs. From the steps, go north a bit and you will see paths branching to the north, east and west. Go east to find a chest containing a Demon Hammer. Go back and take the north path. You should see a stone tablet to the left and a sign to the right which reads "Only he who seals the creatures of the night away may wear this, my mantle!". You will need to seal the monsters in this large room. Go back and head towards the stone tablet and move it north, through the opening and onto one of the four seals. Go back and head all the way west and north to find another tablet. Push it on one of the remaining seals. Leave the seal room and go left and then south to find the third tablet. After placing in on a seal, head south past where the third tablet was to find the fourth and final tablet. After pushing it onto the final seal, the monsters will be dispelled and an object will appear on the nearby mantle. Grab the Royal Cloak and leave this cave. Now would be a good time to head towards the Tower of Boble.

This chapter is the exact same if you marry Flora.

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TOWER OF BOBLE

(WK53)

Items: Small Medal x 2
2700G
Devil's Armor
Shield of Darkness
Dragon's Left Eye
Elven Medicine

Dragon's Right Eye
Dragon Staff
Dragon Orb
Heaven Bell

Enter the tower and notice that the main door will be locked. Climb to the top of the tower using the ladders and use the Grappling Hook on the yellow circle. You will attach a rope and you may grapple down. Continue, taking the stairs and grab the Small Medal from the chest. Continue on, past the room with the nun and take the stairs. Take the stairs in the next room to speak with the nun. She states that two creatures have stolen the Eye's of the Dragon. She then warns you to leave this place before dying. Go back downstairs and take the northeastern door. Follow the path until you reach a large room that you can grapple down from. If you grapple down, you will land on a stone face of a Dragon. Go back and enter the northeastern door and you will find two sets of stairs. Take the eastern stairs to find a chest containing 2700G. Go back and take the western stairs and follow the path while claiming the Devil's Armor from the chest along the way. When you enter the main floor, push the lever to open the main door. Exit if you need to heal up or save before taking the stairs in the northwest corner. From the stairs, go north while avoiding most of the damage tiles and take the stairs. Now you will be in a small room that branches in all four directions. Going east will take you to a dead end but you will see a monster guarding a chest across the stream. If you follow the path that leads north, you will eventually find a chest containing a Shield of Darkness. Go south from the small room and ignore the stairs and go south again to take the stairs. Take the stairs in the next room and you will eventually come to the monster you saw earlier. Speak to Gonz who will attack you.

Boss Battle - Gonz

This battle is very simple as Gonz attacks with weak physical attacks. Cast Bikill to speed up his demise. The chest behind him will contain a Dragon's Left Eye.

Go back to the room just south of the branching room and go west and take the stairs. You will now be in a room with two chests. Grab the Small Medal from the first chest and battle the Mimic in the second if you want. Take the stairs and grab the Elven Medicine from the chest before going north. Follow the path and you will eventually find another monster guarding a chest. This will be Gema, who slaughtered your father years ago. Time for payback.

Boss Battle - Gema

Barrier is a must in this battle as Gema can hit the party with an attack for massive damage to all members. Cast Increase and Bikill all the fighters. Gema can also use a numbing breath attack which can numb your party. The Son's Numboff spell can come in handy here.

After defeating him, he will praise the High Priest before dying. Open the chest to find the Dragon's Right Eye. Now make your way back to the Dragon Statue and insert the eyes into the appropriate slots. After doing so, you will see the mouth open and the tongue extend outwards. Head to the room below and enter the Dragon's mouth. Take the stairs down and take one of the ladders down to find the Dragon's Staff. Go back and grapple down to reach the Dragon Orb. Now that you have everything here, go to Zenethia.

Enter the throne room and the Zenethians will be questioning Pusan. Speak to him and he says that he has been waiting for you and knew you would return with the Dragon Orb. He then asks you for the orb. Say yes and Pusan will feel a

great strength flow through his body. Pusan will then transform into a Dragon! Master Dragon! He states that it is his pleasure to meet the Legendary Hero and his noble blood. The gates of the Demon World have been forced open and the Demon Lord wishes to enter into this world. Master Dragon thinks you have the power to defeat him and offers you his strength. He then gives you the Zenethian Bells (Heaven Bell).

Leave the castle and use the Heaven Bell as an item. Master Dragon will pick you up and you will be able to fly really high. Head to Ruraphin and the lady at the far east side of town will offer to sell you High Priest Ivol's book for 3000G. Buy it if you'd like before making preparations for your next journey.

This chapter is the exact same if you marry Flora.

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GRAND TEMPLE

(WK54)

Items: Zenethian Armor
Demon Claw
Shield of Ruin
Slave Clothes
Ring of Life

Use the Heaven Bell and guide Master Dragon to the middle of the world where you escaped slavery many years ago. You will see clouds near the peak of the mountain. Fly Master Dragon over them and you will land in the Grand Temple. Enter the door to the right and the guard will be standing in front of a piece of armor. He explains that it is the armor that the Legendary Hero wore. You are then told to scam. Say yes to leave or no to be attacked.

Battle - Snakehand

You will probably kill him before he has a chance to attack.

After defeating him, take the Zenethian Armor. You now have all four pieces of the Legendary equipment. Go back and head north into the temple. The High Priests lecture is about to begin as hundreds of people await his speech. As you go forward, the guards will block the rear. Speak to them and they will say there is something peculiar about you as you don't look like the others that have had their souls removed. You are then recognized and attacked.

Battle - Dragon Warrior x 2

Another very simple battle that you should easily handle.

Once they are defeated, make your way north and you will find Bianca, still stoned behind a nun. Little Jijo will be one of the people near the stairs. Speak to the nun and she will claim to be Martha, and since the High Priest is not currently available, she is in charge. She then goes on about being your mother and how Papas was a pathetic man. She then asks if you would like to hear a story about Papas but regardless of your choice, she won't tell it. She will then ask you to serve Lord Ivol with her. Answer no and she will state that you oppose her as well. Answer yes and she will ask if you don't believe that she is your real mother. Answer yes again and she will reveal her true form, as one of Ivol's priests, Ramanda. You are then attacked.

Boss Battle - Ramanda

This battle is very simple as Ramanda will do average damage using physical attacks.

After defeating Ramanda, he will wonder how he lost to you and warns you that you won't be able to defeat Lord Ivol. As soon as he perishes, the people will wonder what's happening as their curse is lifted. Speak to the people at the entrance to learn there is a hidden staircase in the room.

Go back to Bianca's statue and search a few steps south to find the hidden stairs. Go down it and take the next set of stairs. You will now be in the area that you once lived in as a slave. There will be a staircase to your right and a door to the south. Go south and keep following the path and open the golden door. There will be a guard patrolling the second floor staircase in this room. Make your way to the stairs and attack the guard if you'd like. From the stairs, go north through the opening. Go up to the second level and follow the path around to the other side. Go onto floor level and make your way north to reach the next area. Proceed north and go down the stairs. The chest will contain a Demon Claw. Make your way to the west side of the room and head up the steps and aim left to the next section. From here go all the way south, through a door and you will be in a room with two skeletons and two chests. Inspect the nearest skeleton and it will be Joshua. He writes about Maria on the wall. A Shield of Ruin and Slave Clothes will be in the chests. Go back to the previous room and maneuver between the two stairs and go south and around to reach another set of stairs to the second level. Follow the path and defeat the patrolling guard if you'd like, before taking the stairs. Go north to reach the High Priest Lord Ivol. He will be upset that his efforts to prevent the birth of the Legendary Hero did not work. Just before you are attacked, the members from your wagon are summoned.

Boss Battle - Ivol

You can change your members freely in this battle. Ivol can hit very hard with a wide range of attacks. Try to keep to fighters Bikilled and make sure Barrier and Increase are cast. Whenever someone is low on HP, replace them with the son to cast Healus as everyone, including those in the wagon are affected by this spell. Every so often, Ivol will dispel all magic effects. Just recast your support magic and continue to pound away.

After the battle, Ivol will wonder if this defeat was his fate as the Great Demon Lord, Mildrath, foretold. He explains that Martha is in the Demon World serving Mildrath. You must go to the Demon World to save her. Ivol then attempts to open the gateway to the Demon World himself by summoning Mildrath's power but nothing happens. Ivol then dies and leaves behind a ring. Inspect it to receive the Ring of Life. Head back as there won't be anymore random battles and eventually upon entering the old slave area, torches will light up as a voice echoes from the ring. It will be Martha trying to communicate with you. Say yes when she asks if you can hear her. She will advise you not to come to the Demon World as you won't stand a chance. She tries to persuade you to stay and live with your family as she will not allow Mildrath to escape. After she says goodbye, return to Bianca's statue and the stone curse will be lifted. The scene will end and transfer over to the bedroom in Granvania Castle. After a touching family moment, a guard will enter and advise you that Lord Ojiron wishes to speak with you.

Speak to Ojiron and he will ask if you plan on going to the Demon World. Answer yes and he will advise you not to go as he also heard Martha's words through the ring. After noting his concern, head to Ruida's tavern and reselect the humans you wish to bring along with you as they have been taken out of your party. Also visit the depository and retrieve any items you may need, including the Ring of Life, Ring of Water and Ring of Flames. I would also suggest putting as much of your money that you have into the depository.

This chapter is exactly the same if you marry Flora. The statue will obviously be of Flora and not Bianca.

THE DEMON WORLD

(WK55)

Items: Sage's Stone

When you feel ready to enter the Demon World, warp to El Heven and sail your boat north into the cave. Sail all the way north and enter the large door. This room will have three goddess statues with fingers that glow white. Put the Ring of Flames, Ring of Water and Ring of Life on each statue, the order does not matter. After doing so, the gate to the Dark World will open via the waterfall. Enter it.

You will be warped to what appears to be a very small shrine in the Demon World. As you try to leave, you will hear your mothers voice. She will comment on your strength and states that she wont try to turn you back anymore. She then drops an item to assist you. Claim the Sage's Stone and leave the shrine. Note that you can return to the normal world by stepping on the blue portal at any time. When you exit the shrine, you will be on the world map of the Demon World. There will be very strong enemies here and make good use of that Sage's Stone your mother dropped as it heals all allies when used as an item in battle. Make your way east through the mountain maze and enter the only village in the Demon World.

This chapter is the exact same if you marry Flora.

SHAHANNA

(WK56)

Items: Small Medal
Sands of Time
Elven Medicine
Defense Seed

Once you enter town, don't enter the main door. Instead, go west and move along the perimeter of town until you reach two barrels. Inside will be a Small Medal. Just south of the barrels will be the last one of Kandara's Henchmen. Defeat him to receive the Sands of Time from the chest. Now feel free to explore the town. A Zenethian will be inside the inn. Search the dresser for an Elven Medicine. Speak to the few townsfolk to learn that your mother protects the city. The barrel just below the priest contains a Defense Seed. You should also learn that Martha's powers of keeping the Demon Lord at bay are fading. The Demon Lord lives north upon the peak of Evil Mountain. You can find a depository below the armor shop and a Monster Daycare center beside the weapon shop. Stock up on weapons and armor as they both very strong and pricy. Once you are ready, leave town and head north for Evil Mountain. There is a translation error somewhere as the town is officially called Shahanna though the lady near the town entrance calls it Jahanna.

This chapter is the exact same if you marry Flora.

EVIL MOUNTAIN

(WK57)

Items: Robe of Darkness
Ogre Shield
Small Medal x 2
Elven Medicine

Defense Seed
Echoing Hat
Holy Chamberpot
Sun Crown
Multi-edged Sword
King Metal Helm
3300G
Orihalcon Fang

Once you enter Evil Mountain, you will be in a large room with spikes all around you. Go north and follow the path until you reach the stairs. You will be forced to step on a few spikes so cast Steguard if you wish not to be damaged. Note the two jars to the northwest in this room. They will be Urnites. Take the path to reach the stairs. From here, follow the path and take the southwest branch to find a staircase which leads to a chest. Claim the Robe of Darkness before going back and heading north to the stairs. Go south, as going west leads to a dead end and take the stairs. From here go south and you will now be on the mountain. Continue on and go east when the path branches east and west to grab an Ogre Shield from the chest. This time go west and take the stairs to find a Small Medal in the chest. Go back and enter the cave. Follow the path to reach the stairs. After taking the stairs, you will see two demons to the left as well as a woman. As you approach, the demons will stop you. The woman is your mother and they are guarding her as she prays to the Demon Lord Mildrath. You are then attacked.

Battle - Dark Shaman x 2

Another very simple battle.

Afterwards your mother will turn and wonder if it's really you. She goes on to explain that she has thought about you every day since she was kidnapped. She explains how happy it makes her to see you and to be able to touch you again. She once again warns you to leave as Mildrath is too great to defeat. Martha will then beg God to take her life and in turn, seal away Mildrath. Mildrath's power will prevent her from finishing and she will be struck down by lightning. As your mother lies on her deathbed, she once again makes a plea to God. Suddenly a voice will be heard. It will be Papas! He tells his wife that she has done all she can and to let their children determine their own fate. Martha's spirit will then float to Papas. Papas tells you that they will always be watching over you. They will both then disappear.

After the scene is over, go down the stairs to the left and enter the cave to the right. You should see a couple of objects lying on the ground in this room as well as a bunch of arrowed tiles. If you step on an arrowed tile, you will go forward in that direction. Make your way to the floor below and open the two chests for a Small Medal and Echoing Hat. After claiming the items from the chest, make your way towards the objects on the main floor. You will find a Holy Chamberpot and Sun Crown. After retrieving these items, leave the cave and go south. You should see another cave as well as a path leading west. The path leads to a chest containing the cursed Multi-edged Sword. Enter the cave and you will hear your mother's voice telling you to use the Sacred Pitcher (Holy Chamberpot). Use it anywhere in the room and the lava will disappear to reveal a set of stairs. Take the stairs and you will be in a large room with some odd looking tiles. If you step on one of these tiles you will fall to the floor below. The chest that is visible to the northwest will be a Mimic. The chest to the east will contain a King Metal Helm while the chest to the south contains 3300G. Fall down onto the floor below by stepping on either of the two tiles just southwest of the staircase used to enter the room in. After doing so, take the stairs and follow the path to reach the next set of stairs. From here, go north and then east past the statues with eyes

that follow you. Enter the room to the north and you will be in a puzzle room. The door to the next section will be to the far north and there will be eight movable platforms on a 3x3 grid leaving one empty spot. Platforms can be moved if there is an empty spot for them to slide into by stepping on the middle tile. When you enter the room, it will look like this:

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | | 9 |

Number 8 will be empty. Step on the number 9 platform and move it onto 8.

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | |

Then move 6 onto 9.

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | |
| 7 | 8 | 9 |

Now move 3 onto 6.

| | | |
|---|---|---|
| 1 | 2 | |
| 4 | 5 | 6 |
| 7 | 8 | 9 |

Number 2 moves to 3.

| | | |
|---|---|---|
| 1 | | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |

And finally 5 onto 2 and enter the door.

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | | 6 |
| 7 | 8 | 9 |

Continue north and you will eventually find a chest in a large room. Examine it and the door will open with a monster rushing out to attack you.

Battle - Hellbattler x 2

These guys also shouldn't be very difficult to defeat.

After the battle you will claim the Orihalcon Fang from the chest. Heal your party and head north through the door. You will find Mildrath, who after speaking for a moment, attacks.

Boss Battle - Mildrath

Cast Barrier as well as Increase and Bikill on your fighters. Switch your members often to avoid people getting killed. Mildrath uses dangerous breath attacks and can summon monsters into the battle. Constantly use the Sage's Stone and keep your HP high.

After the battle, Mildrath will congratulate you. He then shows his true form before attacking again.

Boss Battle - Mildrath

Cast Barrier again and pretty much do the same as last battle. His attacks will be a bit stronger and he has the ability to Meditate which heals his wounds. Kill your fighters and keep your HP high.

After the battle, Mildrath will wonder how we was defeated.

This chapter is the exact same if you marry Flora.

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ENDING

(WK58)

Items: None

After the battle, Mildrath will wonder how he was defeated. The scene will then jump to Zenethia, in front of Master Dragon in the throne room. He will thank you for restoring peace to the world. You can now walk around the castle and speak to everyone if you'd like. Master Dragon will be waiting near the castle entrance when you wish to leave. Speak to him and he will fly you to El Heven. The elders will speak with you and then you have free reign of the town. When you leave town, your next stop will be Reinhart Castle. Henry and Maria will speak with you. Speak to Maria and she will find out about her brother. You can now wonder around the castle. When you leave, next stop will be Santa Rosa, it will be restored. Next stop is Salabona. Ludman will say "Joy Cookies" again as he praises you. Speak to Andy and Flora, as well as the villagers before leaving. Next stop will be the mountain village and Duncan. After speaking with him, your final stop will be Granvania Castle. Speak to everyone and head to the throne room. You, your Queen and two children will take their place at the throne. A big celebration will start and you will hear Martha and Papas speaking. The credits will start to roll and Zenethia will rise to the heavens.

If you married Flora, during the ending sequence at Salabona, Ludman will be proud of both you and Flora. He will then call himself the "Legendary Grandpa". If you speak to Flora's mother, she will start to confess that Flora isn't their blood child. Flora will cut her off telling her that she knows and that they will always be more than her real parents. The Mountain Village will also have Duncan and Bianca. Bianca wants to become good friends with Flora.

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BONUS DUNGEON

(WK59)

Items: Restoration Orb
Small Medal
Shield of Radiance
Drum of War
Sword of Decimation
King Metal Armor
Elven Medicine
Iron Ball of Decimation

Once you beat the game, and after the credits roll, you will be at the screen that reads: "The End". It is not actually the end as you can access the bonus dungeon. All you have to do is reset the SNES once this screen appears and load the save file used to beat the game. It will be just before you beat Mildrath, but if you warp to Evil Mountain, walk south into the swamp to enter the dungeon.

From the entrance, go southwest to reach two chests. They will contain a Restoration Orb and Small Medal. Go back to the entrance and head all the way north to find a chest containing a Mimic. Head all the way left, ignoring the first branch south and open to door to reach the next area. This room will have ledges that you can fall off of. Make your way around to the stairs and continue past them to find a chest containing a Shield of Radiance. Go west, and as you enter the next section, you should notice some cracks on some areas of the floor. If you step on any of these tiles, you will fall to the floor below. I would suggest falling down below as there are chests containing a Hell Sabre and Drum of War. The Drum of War is an excellent item as it doubles everyone's attack power. Go back upstairs, and follow the path while making sure not to fall down to the floor below and take the stairs. You will now be in a room and have the option to go anywhere in all four directions. Go east to find a chest containing a Sword of Decimation. This area will be a maze. If you go north or south from the entrance, you will just endlessly loop. Go west and then north. The next screen will have two paths going north. Take the western one and go north again. In this room go east, south, east and then south to take the stairs. You will now be in another room with the option to go in all four directions. Go west, south and south again to find a chest containing a King Metal Armor. Go back to the entrance and go north and take the stairs. Follow the path and you will find two chests. Open them to find an Elven Medicine and Mimic. Go back to the entrance. Go west, north and then east. From here go south, south and then east. The chest here will be empty so take the stairs. Follow the long path and when you get to the end, you will have the option of going west or south. Go west and then north to find a chest containing an Iron Ball of Decimation. Equip your hero with this as it will attack all enemies. Go back and head west to take the stairs. This is the boss room. Head north and speak to the creature who will introduce himself as Esturk. He will talk for a bit and then ask if you are here to destroy him. Say yes to begin the battle.

Boss Battle - Esturk

Esturk is very tough. He can attack twice per round and has all the strong attacks in the game. Use the Drum of War and Barrier spell from the get go. Keep everyone's HP above the 200 mark and recast your spells when Esturk dispels them.

After the battle, Esturk will tell you how many turns it took for you to defeat him before he disappears. You can exit and re-enter this dungeon at any time and attempt to fight him again. You don't get any bonus for defeating him in less turns than previous.

Now go kill Mildrath, catch monsters or whatever as you have pretty much done everything there is to do.

This chapter is the exact same if you marry Flora.

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ITEMS (ITMS)
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- Acorns of Life - Increases Max HP 3-5
- Acorns of Magic - Increases Max MP 3-5
- Agility Seed - Increases Agility 1-3
- Angel's Bell - Cures confusion
- Antidote Herb - Cures poison inflicted on a character
- Bomb Stone - Fire attack to hit all enemies

Defense Seed - Increases Defense 1-3
 Dragon Orb - Reveals Pusan's true form
 Dragon's Left Eye - Use to solve puzzle in Tower of Boble
 Dragon's Right Eye - Use to solve puzzle in Tower of Boble
 Drum of War - Double's the party's attack power
 Elven Medicine - Replenishes all of characters MP
 Faerie Horn - Use to find the Faerie Palace
 Fighter's Hair - Doubles attack power (same as Bikill)
 Final Key - Open any door
 Flute of Springs - Restores Spring to the Faerie land
 Flying Shoes - Use to teleport to shrine near Demon Tower
 Fragrance Bag - Use to temporarily increase random battles
 Full Moon Herb - Cures a paralyzed character
 Glowing Orb - Use to exchange with Gold Orb
 Gold Orb - Revives Zenethia
 Grappling Hook - Use to progress in Tower of Boble
 Heaven Bell - Use to ride on Master Dragon
 Holy Chamberpot - Use to progress further into Evil Mountain
 Holy Water - Repels weaker enemies from randomly attacking
 Intelligence Seed - Increases Intelligence 1-3
 Ivol's Book - No use yet found
 Lamp of Darkness - Turns day into night
 Leaf of the World Tree - Revives one dead character
 Magic Carpet - Fly across all land except for mountains
 Magic Key - Opens red doors
 Magic Water - Replenishes 10MP
 Medical Herb - Replenishes 20-35HP
 Mirror of Ra - Use on Queen of Reinhart
 Monster Lure - Use to temporarily increase random battles
 Papa's Letter - Information regarding Papa's journey
 Reinhart's Key - Opens certain door in Reinhart Castle
 Restoration Orb - Revives character in possession if they die with full HP
 Ring of Prayer - Replenishes 20MP per use, may break after several uses
 Ruramoon Herb - Give to Bennet to learn Return Spell
 Sage's Stone - Replenishes around 50HP to party, can be used infinite times
 Sands of Time - Use to restart battle
 Sap of the World Tree - Replenishes all characters HP
 Small Medal - Give to the Medal King
 Stone of Life - Prevents instant death spells if in characters inventory
 Strength Seed - Increases Strength 1-3
 Symbol of Royalty - Item that proves you are heir to become King of Granvania
 Torch - Use to see in the dark area of Lenoire Castle
 Wayfarer's Map - Views the World Map
 Wing of Wyvern - Use on World Map to return to last town visited

 EQUIPMENT (EQMT)

Weapons:

ATK = attack power

Special = attribute and action when used as item in battle

| | ATK | Special |
|------------------|-----|---------|
| Bamboo Pole..... | 5 | |
| Battle Axe..... | 45 | |

| | | |
|--------------------------|--|---|
| Big Bowgun..... | | 110 |
| Big Mallet..... | | 10 |
| Bladed Boomerang..... | | 25 Attacks all enemies |
| Blizzard Sword..... | | 105 Ice damage |
| Boomerang..... | | 15 Attacks all enemies |
| Broad Sword..... | | 33 |
| Bronze Knife..... | | 12 |
| Chain Sickle..... | | 27 |
| Chain Whip..... | | 28 Attacks enemy group |
| Club..... | | 9 |
| Copper Sword..... | | 13 |
| Cypress Stick..... | | 2 |
| Demon Claw..... | | 90 Can randomly poison target |
| Demon Hammer..... | | 70 |
| Demon Spear..... | | 99 Can randomly kill target |
| Dragon Killer..... | | 90 Extra damage to Dragons |
| Dragon Staff..... | | 125 Casts BeDragon |
| Faerie Sword..... | | 85 Casts Upper |
| Falcon Sword..... | | 67 Attacks two times per round |
| Flame Boomerang..... | | 65 Attacks all enemies |
| Flame Claw..... | | 53 Casts Firebane |
| Fruit Knife..... | | 6 |
| Gringham Whip..... | | 100 Attacks enemy group |
| Hell Sabre..... | | 120 |
| Ice Blade..... | | 70 Casts Snowblast |
| Iron Ball of Decimation. | | 125 Attacks all enemies |
| Iron Claw..... | | 19 |
| Iron Staff..... | | 22 |
| Killer Earring..... | | 35 Attack two times per round |
| King Metal Sword..... | | 130 |
| Magma Staff..... | | 63 Casts Bang |
| Morning Star..... | | 45 Attacks enemy group |
| Multi-edged Sword..... | | 99 Receive 25% of damage inflicted upon target** |
| Oak Cudgel..... | | 9 |
| Orihalcon Fang..... | | 115 |
| Papas' Sword..... | | 40 |
| Poison Needle..... | | 1 Can instantly kill enemy |
| Poison Needle*..... | | 24 Can paralyze an enemy |
| Saw Blade..... | | 27 |
| Sharpened Bone..... | | 6 |
| Sledge Hammer..... | | 30 |
| Snake Sword..... | | 42 |
| Spear of Zeus..... | | 85 Casts Lightning |
| Staff of Antimagic..... | | 40 Casts Stopspell |
| Staff of Benediction.... | | 0 Casts Healmore |
| Staff of Force..... | | 55 |
| Staff of Punishment..... | | 35 Casts Tornado |
| Staff of Revival..... | | 66 Casts Vivify |
| Staff of Stoross..... | | 60 Cures Paralyzed |
| Staff of Thunder..... | | 29 Casts Firebal |
| Steel Fang..... | | 35 |
| Steel Whip..... | | 20 Attacks enemy group |
| Stone Axe..... | | 20 |
| Stone Fang..... | | 12 |
| Sword of Decimation..... | | 95 Attacks all enemies** |
| Sword of Malice..... | | 45 Casts Firebane |
| Sword of Miracles..... | | 100 Replenish 25% of damage inflicted upon target |
| Sword of Slumber..... | | 55 Can randomly put target to sleep |
| Sword of Temptation..... | | 70 Can randomly confuse target |
| Thorn Whip..... | | 18 Attacks enemy group |

War Hammer.....| 60|
 Zenithian Sword.....| 110|Nullifies any status magic cast from enemy group
 Zombie Killer.....| 80|Extra damage to undead monsters

** Cursed

Armor:

DEF = defensive power

Special = attribute gained by equipping

| | DEF | Special |
|-----------------------|-----|---|
| Angel's Leotard..... | 70 | Reduces Ice damage |
| Blood Mail..... | 45 | |
| Boxer Shorts..... | 15 | |
| Breast Plate..... | 23 | |
| Bronze Armor..... | 21 | |
| Chain Mail..... | 19 | |
| Cloak of Evasion..... | 28 | Evade attacks more often |
| Clothes..... | 4 | |
| Combat Pajamas..... | 40 | |
| Dancer's Clothes..... | 20 | |
| Demon Armor..... | 85 | Reduces Fire and Ice damage** |
| Devil's Armor..... | 65 | |
| Dragon Mail..... | 50 | Reduces Fire damage |
| Dress of Radiance.... | 45 | Reduces damage caused by spells |
| Flame Armor..... | 70 | Reduces Ice damage |
| Full Plate Armor..... | 30 | |
| Fur Coat..... | 18 | |
| Half Plate Armor..... | 25 | |
| Handwoven Cape..... | 6 | |
| King Metal Armor..... | 95 | |
| Lace Bisuche..... | 35 | |
| Leather Armor..... | 11 | |
| Leather Dress..... | 17 | |
| Leather Loincloth.... | 12 | |
| Magical Armor..... | 60 | Reduces damage caused by spells |
| Mirror Armor..... | 80 | Reflects some spells back to caster |
| Mysterious Bolero.... | 37 | Magic attacks cast upon turn into MP |
| Mystic Armor..... | 75 | Replenishes HP after every round |
| Naughty Underwear.... | 23 | |
| Piece of Cloth..... | 3 | |
| Princess Robe..... | 80 | Reduces Fire and Ice damage |
| Robe of Darkness..... | 55 | Reduces damage caused by spells |
| Robe of Serenity..... | 33 | |
| Rogue Armor..... | 30 | User is unable to be controlled** |
| Royal Cloak..... | 90 | Reduces Fire, Ice and damage casued by spells |
| Sage's Robe..... | 50 | Reduces damage caused by spells |
| Scale Armor..... | 15 | |
| Silk Apron..... | 10 | |
| Silk Bisuche..... | 60 | |
| Silk Robe..... | 13 | |
| Silver Breastplate... | 40 | |
| Silver Mail..... | 40 | |
| Slave Clothes..... | 5 | |
| Slime Clothes..... | 20 | |
| Swordedge Armor..... | 55 | May reflect back 25% of damage to enemy |
| Turtle Shell..... | 33 | |

Water Flying Clothes.| 55|Reduces Fire damage
Wayfarer's Clothes...| 7|
Wizard's Robe.....| 37|Reduced damage caused by spells
Zenethian Armor.....| 85|Reduces Fire, Ice and damage caused by spells
Zombie Mail.....| 38|

** Cursed

Shields:

DEF = defensive power

Special = attribute gained by equipping

| | DEF Special |
|-----------------------|--|
| Aeolus' Shield..... | 35 Reduces Fire, Ice damage. Can expel enemy in battle |
| Bronze Shield..... | 11 |
| Dragon Shield..... | 30 Reduces Fire damage |
| Flame Shield..... | 40 Reduces Ice damage |
| Iron Shield..... | 16 Reduces Fire and Ice damage |
| King Metal Shield.... | 70 Reduces chance of status ailment |
| Leather Shield..... | 4 |
| Magic Shield..... | 22 Reduces Fire damage |
| Ogre Shield..... | 48 Reduces Fire and Ice damage |
| Pot Cover..... | 2 |
| Scale Shield..... | 7 |
| Shield of Darkness... | 37 Casts Absorb |
| Shield of Radiance... | 65 Reduces Fire and Ice damage |
| Shield of Reflection. | 55 Reduces Fire damage |
| Shield of Ruin..... | 0 Reduces defense to zero** |
| Shield of Strength... | 45 Casts Healmore |
| Zenethian Shield..... | 60 Reduces Fire and Ice damage, casts Bounce |

** Cursed

Helmets:

DEF = defensive power

Special = attribute gained by equipping

| | DEF Special |
|-------------------|---|
| Echoing Hat..... | 25 Casts spell twice in a row in battle |
| Fur Hood..... | 11 |
| Golden Tiara..... | 45 Reduces chance of status ailment |
| Great Helm..... | 45 |
| Hair Band..... | 7 |
| Hat of Happiness. | 35 Replenishes 1MP for every step you take |
| Hat of Wind..... | 28 Same as Wing of Wyvern when used as item |
| Helm of Wisdom... | 40 Increases Intelligence |
| Iron Helm..... | 16 |
| Iron Mask..... | 25 |
| King Metal Helm.. | 70 |
| Leather Hat..... | 2 |
| Pointed Hat..... | 3 |
| Satan Helm..... | 30 |
| Shell Hat..... | 7 |
| Silk Hat..... | 20 |

Silk Veil.....| 30|
 Silver Barette...| 14|
 Sun Crown.....| 60|
 Wooden Hat.....| 6|
 Zenethian Helm...| 50|

Accessories:

Special = attribute gained by equipping/using

| | Special |
|-----------------------|--|
| Armband of Sacrifice. | If you die in battle, it will kill all enemies and break |
| Bianca's Ribbon..... | Increases Intelligence |
| Elven Amulet..... | Reduces chance of status ailment |
| Meteorite Armband.... | Double's Agility |
| Ring of Flames..... | Casts Bang |
| Ring of Life..... | Restores HP after each round and every step you take |
| Ring of Water..... | Casts Snowblast |

 SPELLS (SPLS)

Here are all the spells that can be learned/found in Dragon Quest V.

MP = Magic points needed to cast spell

AFFECTS = Determines if spell effects user, party, enemy, enemy group, all

EFFECTS = Effect spell has

| | MP AFFECTS EFFECTS |
|-----------------|--|
| Absorb..... | 2 user caster absorbs MP from spells cast upon user |
| Aerocross.. | 8 group does large damage to enemy group |
| Antidote... | 2 ally cures poison |
| Bang..... | 5 all does small damage to all enemies |
| Barrier.... | 3 party Reduces damage caused by spells |
| Beat..... | 4 enemy attempts to instantly kill enemy |
| BeDragon... 18 | user turns user into a dragon |
| Bikill..... | 6 ally doubles attack power |
| Blaze..... | 2 enemy does small damage to enemy |
| Blazemore.. 4 | enemy does medium damage to enemy |
| Blazemost.. 10 | enemy does large damage to enemy |
| Blizzard... 12 | all does medium/large damage to all enemies |
| Boom..... | 8 all does medium damage to all enemies |
| Bounce..... | 4 user reflects spells |
| Chance..... 20 | random random effects, both good or bad |
| Confuse.... 5 | group confuses enemies |
| Day-Night.. 3 | n/a switches between day and night |
| Defeat..... 7 | group attempts to instantly kill enemy group |
| Defense.... 4 | group reduces 25% of defense on enemies |
| Expel..... | 1 group attempts to remove enemy group from battle |
| Explodet... 15 | group does large damage to enemies |
| Farewell... all | party caster dies while reviving party with full HP |
| Firebal.... 4 | group does small damage to enemy group |
| Firebane... 6 | group does medium damage to enemy group |

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Firevolt...| 10| group|does large damage to enemy group
Identify...| 3| n/a|gives details on items, equipment,etc
Increase...| 3| party|raises parties defense by 25%
Gale.....| 2| group|does small damage to enemy group
Heal.....| 2| ally|restores around 35HP to one ally
Healall...| 7| ally|restores all HP to one ally
Healmore...| 5| ally|restores around 75HP to one ally
Healus....| 18| party|restores around 100HP to all allies
Healusall..| 36| party|restores all HP to all allies
Lightning..| 15| group|does massive damage to enemy group
Numboff....| 2| ally|cures paralyzed ally
Outside....| 8| party|warps party outside of dungeon
Repel.....| 4| n/a|avoids random battles with weak enemies
Return.....| 8| party|warp back to previously visited town
Revive.....| 20| ally|revives fallen ally with full HP
RobMagic...| 0| enemy|steals MP from enemy
Sacrifice..| 1| user|user explodes to do massive damage
Sap.....| 3| enemy|lowers enemy defense by 25%
Sleep.....| 3| group|attempts to put enemies to sleep
Sleepmore..| 5| group|attempts to put enemies to sleep
Snowblast..| 5| group|does medium damage to enemy group
Stepguard..| 2| party|party can walk over damage tiles
StopSpell..| 3| group|prevents enemy group from casting magic
Surround...| 5| all|lowers hit rate success of enemies
Thordain...| 10| enemy|does massive damage to enemy (requires all allies)
Tornado....| 4| group|does medium damage to enemy group
Upper.....| 2| ally|raises allies defense by 25%
Vivify.....| 10| ally|attempts to revive ally
Zap.....| 8| all|does medium damage to enemies

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SMALL MEDALS (SMDL)
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You will start finding Small Medals in the second generation. I have found 48 Small Medals though you will get them from defeating Demon Jars and some other monsters. This is the order you will find them if you follow my walkthrough:

- 1 - Jar in Alcapa
- 2 - Jar in Reinhart Castle
- 3 - Lighthouse drawer in Port Selmi
- 4 - Flower patches beside church in Port Selmi
- 5 - Jar in Kabochi
- 6 - Top left corner of church on the ground in Kabochi
- 7 - Above skeleton in cave west of Kabochi
- 8 - Jar in Ruraphin
- 9 - Pot in Ruraphin
- 10 - Near well at the Inn, north of Salabona
- 11 - Chest in cave to Salabona
- 12 - Drawer in Salabona
- 13 - Barrel in Mountain Village
- 14 - Search the grave in Mountain Village
- 15 - Jar in Desert Oasis
- 16 - Well in Telepador
- 17 - Chest in mountain path before Chizod
- 18 - Jar in mountain path before Chizod
- 19 - Chest in mountain path before Chizod
- 20 - Barrel in Chizod

- 21 - Chest in mountain path to Granvania
- 22 - Chest in mountain path to Granvania
- 23 - Chest in mountain path to Granvania
- 24 - Northeast corner outside of bedroom in Granvania Castle
- 25 - Drawer in Granvania Castle
- 26 - Jar in Granvania Castle
- 27 - Chest in Cave of Trials
- 28 - Jar in Demon Tower
- 29 - Chest in Demon Tower
- 30 - Jar in Demon Tower
- 31 - Drawer in Gigo's house
- 32 - Under bucket of water in Small Shrine
- 33 - Chest in Water Cave
- 34 - Jar in El Heven
- 35 - Chest in Sky Tower
- 36 - Chest in Trolley Cave
- 37 - Jar inside the cave in the Forest of Illusions
- 38 - Drawer in Zenethia Castle
- 39 - Prison cell floor in Oracleberry
- 40 - Chest in Medal King Castle
- 41 - Chest in Medal King Castle
- 42 - Chest in Cave of Seals
- 43 - Chest in Tower of Boble
- 44 - Chest in Tower of Boble
- 45 - Barrel in Shahanna
- 46 - Chest in Evil Mountain
- 47 - Chest in Evil Mountain
- 48 - Chest in Bonus Dungeon

Once you collect Small Medals, they can be exchanged for items. Be very careful though because unlike Dragon Quest/Warrior 6 or 7, once you exchange a Small Medal that is it, you will have to collect more as they will not continually add up so that you can receive all the prizes. The prizes are as follows:

| | |
|------------------------|----|
| Combat Pajamas..... | 5 |
| Mysterious Bolero..... | 10 |
| Sword of Miracles..... | 16 |
| Mystic Armor..... | 21 |
| Falcon Sword..... | 30 |
| King Metal Shield..... | 43 |

MONSTERS (MSTR)

HP = Hit Points
EXP = Experience gained
GOLD = Gold
ITEM = Items monster sometimes drops

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A
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| | HP | EXP | GOLD | ITEM |
|----------------------|----|-----|------|--------------|
| Assault Trooper..... | 60 | 86 | 42 | Breast Plate |

Attackbot.....| 169| 700| 74|Swordedge Armor

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B
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| | HP | EXP | GOLD | ITEM |
|--------------------|------|------|------|------------------------|
| Babble..... | 15 | 6 | 7 | Antidote Herb |
| Baby Newt..... | 37 | 20 | 19 | Stone Fang |
| Baby Panther..... | 19 | 6 | 7 | Piece of Cloth |
| Balloon..... | 119 | 217 | 60 | Angel's Bell |
| Bandit Wolf..... | 40 | 48 | 42 | Copper Sword |
| Barbarossa..... | 171 | 480 | 130 | Leaf of the World Tree |
| Bazocks..... | 161 | 470 | 80 | Defense Seed |
| Bazuzu..... | 177 | 610 | 112 | Armband of Sacrifice |
| Beast Master..... | 70 | 135 | 53 | Thorn Whip |
| Behemoth..... | 90 | 295 | 80 | Iron Shield |
| Big Eye..... | 54 | 62 | 35 | Big Mallet |
| Big Rat..... | 18 | 4 | 8 | Medical Herb |
| Big Sloth..... | 65 | 74 | 42 | Strength Seed |
| Black Dragon..... | 180 | 630 | 125 | Strength Seed |
| Blaze Lizard..... | 24 | 14 | 14 | Leather Hat |
| Blizag..... | 104 | 290 | 60 | Silk Hat |
| Blizzard Hawk..... | 150 | 445 | 90 | Hat of Wind |
| Blue Eater..... | 140 | 310 | 74 | Flame Claw |
| Bomb Baby..... | 33 | 37 | 32 | Bomb Stone |
| Bomb Crag..... | 115 | 120 | 13 | Bomb Stone |
| Boss Garm..... | 130 | 245 | 63 | Fighter's Hair |
| Boss Ghost..... | 200 | 300 | 180 | Strength Seed |
| Brownie..... | 47 | 24 | 18 | Monster Lure |
| Buorn..... | 4500 | 9500 | 0 | Small Medal |

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C
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| | HP | EXP | GOLD | ITEM |
|-------------------|-----|-----|------|------------------------|
| Cactus Ball..... | 22 | 15 | 12 | Medical Herb |
| Capala Naga..... | 25 | 24 | 14 | Sharpened Bone |
| Captain Kook..... | 123 | 350 | 115 | Zombie Mail |
| Centaurus..... | 130 | 270 | 75 | Magic Water |
| Clay Doll..... | 50 | 25 | 17 | Defense Seed |
| Curer..... | 69 | 70 | 43 | Leaf of the World Tree |
| Cursed Mask..... | 70 | 210 | 40 | Iron Mask |

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D
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| | HP | EXP | GOLD | ITEM |
|---------------------|-----|-----|------|------------------|
| Dancing Jewel..... | 45 | 80 | 200 | Ring of Prayer |
| Dancing Needle..... | 33 | 19 | 15 | Wooden Hat |
| Dark Eye..... | 34 | 27 | 19 | Medical Herb |
| Dark Mammoth..... | 110 | 115 | 55 | Strength Seed |
| Dark Shamen..... | 170 | 640 | 110 | Wizard's Robe |
| Dead Emporer..... | 130 | 158 | 65 | Staff of Thunder |
| Death Parrot..... | 40 | 71 | 40 | Wing of Wyvern |
| Death Spark..... | 35 | 84 | 37 | Magic Water |
| Demighoul..... | 50 | 90 | 22 | Medical Herb |
| Demon Candle..... | 20 | 13 | 11 | Bronze Knife |

| | | | | |
|----------------------|-----|-----|----|--------------------|
| Demon Jar..... | 200 | 71 | 79 | Small Medal |
| Demon Toadstool..... | 35 | 42 | 35 | Antidote Herb |
| Dentasaurus..... | 93 | 260 | 65 | Strength Seed |
| Devil Dancer..... | 70 | 225 | 45 | Dancer's Clothes |
| Dragon Pup..... | 52 | 50 | 45 | Acorns of Life |
| Dragon Warrior..... | 123 | 380 | 81 | Broad Sword |
| Drakee..... | 10 | 4 | 2 | Medical Herb |
| Drakeema..... | 30 | 18 | 13 | Wayfarer's Clothes |
| Duck Kite..... | 74 | 145 | 57 | Wing of Wyvern |

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E

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| | HP | EXP | GOLD | ITEM |
|------------------|------|------|------|-------------------|
| Eigerhorn..... | 180 | 480 | 120 | Devil's Armor |
| Elder Mage..... | 72 | 123 | 50 | Magic Water |
| Eliminator..... | 83 | 215 | 54 | Stone Axe |
| Emparther..... | 42 | 55 | 42 | Leather Loincloth |
| Esturk..... | 9000 | 5000 | 510 | Small Medal |
| Evil Apple..... | 30 | 35 | 25 | Medical Herb |
| Evil Clown..... | 169 | 590 | 117 | Echoing Hat |
| Evil Master..... | 180 | 400 | 110 | Devil's Armor |
| Evil Plant..... | 42 | 59 | 30 | Thorn Whip |
| Evil Spirit..... | 155 | 580 | 53 | Elven Medicine |

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F

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| | HP | EXP | GOLD | ITEM |
|--------------------|-----|-----|------|-------------------|
| Farewell Crag..... | 200 | 402 | 70 | Stone of Life |
| Flamer..... | 73 | 140 | 50 | Intelligence Seed |
| Flare Dragon..... | 125 | 550 | 95 | Acorns of Life |

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G

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| | HP | EXP | GOLD | ITEM |
|--------------------|------|-------|------|------------------------|
| Gabott..... | 100 | 190 | 55 | Antidote Herb |
| Galba..... | 160 | 570 | 57 | Demon Claw |
| Ganesha..... | 110 | 264 | 70 | Acorns of Life |
| Gapplin..... | 19 | 10 | 9 | Wing of Wyvern |
| Gargoyle..... | 110 | 310 | 85 | Snake Sword |
| Gasling..... | 92 | 130 | 40 | Antidote Herb |
| Gas Mink..... | 37 | 40 | 40 | Scale Shield |
| Gema (1)..... | 1024 | 0 | 0 | |
| Gema (2)..... | 4500 | 12000 | 900 | Small Medal |
| Ghost..... | 19 | 10 | 9 | Holy Water |
| Ghost Captain..... | 85 | 200 | 100 | Silk Hat |
| Ghoul..... | 105 | 85 | 21 | Leaf of the World Tree |
| Gigantes..... | 310 | 770 | 110 | Strength Seed |
| Glubglub..... | 62 | 80 | 30 | Medical Herb |
| Goblin Rat..... | 31 | 18 | 13 | Agility Seed |
| Golba..... | 150 | 510 | 63 | Demon Claw |
| Golden Golem..... | 210 | 130 | 1023 | Demon Hammer |
| Golem..... | 190 | 330 | 90 | Strength Seed |
| Gonz..... | 1700 | 3500 | 650 | Small Medal |
| Goopi..... | 93 | 110 | 35 | Wing of Wyvern |

| | | | | | |
|-------------------|--|-----|------|-----|-------------------|
| Gophecada..... | | 10 | 3 | 2 | Medical Herb |
| Grabshell..... | | 55 | 110 | 47 | Defense Seed |
| Great Dragon..... | | 220 | 1010 | 158 | Restoration Orb |
| Great Mamoo..... | | 140 | 350 | 90 | Agility Seed |
| Green Worm..... | | 15 | 4 | 4 | Intelligence Seed |
| Gregor..... | | 75 | 95 | 43 | Holy Water |
| Grendel..... | | 155 | 432 | 109 | Chain Mail |
| Grondepth..... | | 160 | 400 | 93 | Faerie Sword |

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H
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| | HP | EXP | GOLD | ITEM | |
|--------------------|----|-----|------|------|----------------|
| Hawk Man..... | | 75 | 185 | 51 | Broad Sword |
| Healer..... | | 35 | 18 | 15 | Medical Herb |
| Hellbattler..... | | 450 | 1370 | 215 | Hell Sabre |
| Hork..... | | 70 | 67 | 15 | Piece of Cloth |
| Horned Rabbit..... | | 12 | 4 | 3 | Leather Hat |
| Horse Devil..... | | 70 | 101 | 55 | Monster Lure |

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I
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| | HP | EXP | GOLD | ITEM | |
|-----------------|----|------|-------|------|-----------------|
| Imposter..... | | 350 | 750 | 320 | Acorns of Magic |
| Infernavis..... | | 160 | 675 | 130 | Hat of Wind |
| Inspector..... | | 49 | 52 | 38 | Wing of Wyvern |
| Ivol..... | | 4500 | 21000 | 1000 | Small Medal |
| Izlar..... | | 135 | 401 | 110 | Faerie Sword |

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J
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| | HP | EXP | GOLD | ITEM | |
|----------------|----|-----|------|------|-------------|
| Jahmi..... | | 820 | 3500 | 0 | |
| Jelly Man..... | | 400 | 550 | 85 | Small Medal |

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K
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| | HP | EXP | GOLD | ITEM | |
|-------------------------|----|------|-------|------|------------------------|
| Kandar..... | | 600 | 1150 | 500 | Stone Axe |
| Kandar Henchman..... | | 500 | 750 | 150 | Small Medal |
| Kemkemubeth..... | | 110 | 95 | 33 | Acorns of Life |
| Killer Panther (1)..... | | 69 | 100 | 45 | Iron Claw |
| Killer Panther (2)..... | | 1024 | 0 | 0 | |
| Killer Shell..... | | 65 | 120 | 43 | Defense Seed |
| King Healer..... | | 133 | 380 | 100 | Restoration Orb |
| King Metal..... | | 7 | 30010 | 15 | Small Medal |
| King Slime..... | | 210 | 200 | 115 | Leaf of the World Tree |
| King Tortragon..... | | 178 | 690 | 140 | Magic Water |
| Kukkle..... | | 36 | 44 | 31 | Medical Herb |

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L
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| | HP | EXP | GOLD | ITEM |
|----------------------|-----|-----|------|--------------------|
| Lancer..... | 82 | 105 | 41 | Breast Plate |
| Larva King..... | 30 | 16 | 15 | Medical Herb |
| Laughing Grass..... | 24 | 17 | 3 | Acorns of Magic |
| Lava Savage..... | 400 | 350 | 250 | Magic Water |
| Leonar..... | 93 | 240 | 70 | Iron Claw |
| Light Boy..... | 41 | 44 | 42 | Bronze Knife |
| Lil' Eel..... | 60 | 82 | 24 | Wing of Wyvern |
| Lintbloom..... | 65 | 98 | 42 | Fragrance Bag |
| Lionex..... | 250 | 610 | 124 | Shield of Darkness |
| Lizardman..... | 127 | 245 | 65 | Saw Blade |
| Longneck Weasel..... | 16 | 5 | 6 | Agility Seed |

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M
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| | HP | EXP | GOLD | ITEM |
|----------------------|------|-------|------|-------------------|
| Mad Dragon..... | 110 | 137 | 45 | Intelligence Seed |
| Mad Plant..... | 18 | 13 | 10 | Acorns of Magic |
| Magician..... | 20 | 18 | 20 | Magic Water |
| Magiwyvern..... | 99 | 181 | 65 | Wing of Wyvern |
| Mamoo..... | 91 | 213 | 57 | Agility Seed |
| Man-Eater Chest..... | 90 | 23 | 95 | Small Medal |
| Man O'War..... | 50 | 77 | 22 | Full Moon Herb |
| Manuhan..... | 200 | 610 | 80 | Bomb Stone |
| Marzon..... | 68 | 105 | 45 | Iron Claw |
| Marzonician..... | 95 | 170 | 90 | Strength Seed |
| Mechaban..... | 350 | 1150 | 160 | Orihalcon Fang |
| Messala..... | 250 | 170 | 50 | Ring of Prayer |
| Metal Babble..... | 7 | 10050 | 10 | Small Medal |
| Metal Dragon..... | 172 | 610 | 93 | King Metal Armor |
| Metal Hunter..... | 53 | 140 | 41 | Intelligence Seed |
| Metal Rider..... | 50 | 135 | 61 | Breast Plate |
| Metal Slime..... | 5 | 1350 | 75 | Agility Seed |
| Mildirath (1)..... | 1600 | 0 | 0 | |
| Mildirath (2)..... | 4500 | 0 | 0 | |
| Mimic..... | 400 | 210 | 110 | Small Medal |
| Minidemon..... | 70 | 130 | 47 | Pot Cover |
| Moon Face..... | 300 | 490 | 115 | Helm of Wisdom |
| Mortha..... | 57 | 67 | 40 | Iron Shield |
| Mother Octo..... | 100 | 125 | 53 | Monster Lure |
| Mud Looper..... | 83 | 120 | 31 | Defense Seed |
| Mudslough..... | 75 | 60 | 31 | Acorns of Life |
| Mystery Doll..... | 70 | 50 | 150 | Defense Seed |

=====
N
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| | HP | EXP | GOLD | ITEM |
|------------------|-----|-----|------|----------------|
| Necrodain..... | 85 | 126 | 25 | Full Moon Herb |
| Necromancer..... | 132 | 325 | 90 | Ring of Prayer |
| Nereus..... | 100 | 230 | 110 | Shell Hat |
| Night Wisp..... | 17 | 9 | 10 | Medical Herb |

=====
O
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| | HP | EXP | GOLD | ITEM |
|-----------------|-----|-----|------|------------------|
| Octoleech..... | 73 | 95 | 37 | Dancer's Clothes |
| Ogre Head..... | 109 | 390 | 112 | Acorn's of Magic |
| Orc..... | 85 | 125 | 55 | Fur Coat |
| Orc King..... | 84 | 235 | 65 | Fur Coat |
| Orc Lv. 20..... | 950 | 350 | 300 | Fur Coat |
| Owlbear..... | 41 | 45 | 40 | Iron Shield |

=====

P

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| | HP | EXP | GOLD | ITEM |
|-----------------|-----|-----|------|------------------|
| Phoenix..... | 95 | 280 | 63 | Staff of Force |
| Picky..... | 30 | 41 | 32 | Wing of Wyvern |
| Plesiosaur..... | 120 | 210 | 59 | Acorn's of Life |
| Puppet Man..... | 52 | 78 | 30 | Dancer's Clothes |
| Putregon..... | 300 | 800 | 53 | Poison Needle |

=====

R

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| | HP | EXP | GOLD | ITEM |
|------------------|------|------|------|----------------|
| Ramada..... | 2000 | 8500 | 800 | Club |
| Rampone..... | 128 | 390 | 98 | Monster Lure |
| Red Eater..... | 120 | 370 | 80 | Full Moon Herb |
| Rogue Armor..... | 57 | 65 | 50 | Rogue Armor |

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S

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| | HP | EXP | GOLD | ITEM |
|--------------------|-----|------|------|------------------|
| Saruslord..... | 135 | 376 | 95 | Defense Seed |
| Satan Helm..... | 115 | 314 | 135 | Satan Helm |
| Sea Dog..... | 80 | 113 | 45 | Saw Blade |
| Sergeinus..... | 410 | 1500 | 300 | Ogre Shield |
| Shadow Satan..... | 115 | 252 | 60 | Acorn's of Magic |
| Shield Hippo..... | 88 | 202 | 120 | Iron Shield |
| Silver Devil..... | 140 | 403 | 100 | Elven Medicine |
| Skeleton..... | 42 | 30 | 19 | Cooper Sword |
| Skullgon..... | 200 | 450 | 55 | Shield of Ruin |
| Skull Serpent..... | 15 | 7 | 6 | Medical Herb |
| Skunker..... | 28 | 15 | 16 | Wing of Wyvern |
| Slime (1)..... | 7 | 1 | 1 | Medical Herb |
| Slime (2)..... | 53 | 24 | 18 | Medical Herb |
| Slime Knight..... | 40 | 37 | 22 | Bronze Armor |
| Snakebat..... | 63 | 80 | 33 | Full Moon Herb |
| Snakehand..... | 131 | 370 | 82 | Snake Sword |
| Snow Queen..... | 600 | 650 | 200 | Wing of Wyvern |
| Soldier Bull..... | 143 | 335 | 90 | Battle Axe |
| Spiked Hare..... | 27 | 20 | 15 | Fur Hood |
| Spiny..... | 22 | 15 | 13 | Medical Herb |
| Springer..... | 175 | 515 | 98 | Broad Sword |
| Stoneman..... | 120 | 176 | 195 | Stone of Life |

=====

T

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=====
                |HP   |EXP  |GOLD |ITEM
Thorny.....|    7|   2|   2|Medical Herb
Tonguella.....|   85|  99|  35|Fragrance Bag
Tonguelord.....|  110| 180|  35|Intelligence Seed
Tortragon.....|   30|  48|  55|Defense Seed
Trick Bag.....|   31|  10|  55|Wing of Wyvern
Troglodyte.....|   22|  11|  10|Bamboo Pole
Trumpeter.....|  115| 155|  60|Strength Seed
Tunneler.....|   35|  21|   9|Medical Herb
=====

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U

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=====
                |HP   |EXP  |GOLD |ITEM
Unholy Soldier.....|   85| 270|   63|Breast Plate
Urnite.....|  500| 250|  158|Small Medal
=====

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W

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                |HP   |EXP  |GOLD |ITEM
Walking Statue.....|  100|   85|   70|Defense Seed
Whackamole.....|   18|   6|   3|Medical Herb
Whip Man.....|   65|   50|   60|Agility Seed
Wight King.....|  250|  777|   5|Staff of Antimagic
Wizard.....|   48|   45|   47|Magic Water
Wyvern.....|   65|  110|   56|Wing of Wyvern
Wyvern Lv. 35.....|  800|  450|  350|Wing of Wyvern
=====

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Y

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=====
                |HP   |EXP  |GOLD |ITEM
Yeti.....|   48|   49|   37|Holy Water
=====

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Z

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=====
                |HP   |EXP  |GOLD |ITEM
Zaile.....|  160|  105|   50|Magic Water
Zombie Knight.....|  143|  301|   40|Blood Mail
=====

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RECRUITABLE MONSTERS

(RMST)

One of the most cool features of Dragon Quest V is the ability to capture monsters (think Pokemon). Once you capture a monster you have a choice to recruit it. Once recruited, a monster is then able to join your party and will stand along side you in battle. A monster daycare center can hold up to 50 monsters at a time. Only monsters who are in your party will gain experience. You can catch up to 40 different monsters as well as the storyline monster for

a total of 41 available creatures to fight along side you available. Some monsters are more easy to catch then other while some are damn near impossible to catch.

Difficulty to acquire indicates how difficult it is to capture the monster. A monster with a * rating is much easier to capture then one with a ***** rating.

Monsters also go by different names if captured and I will list them all. Here are all the monsters you can catch in Dragon Quest V:

=====
ATTACKBOT: (Killer, Junchi, Musashi, Robin)

Max Level: 30

Difficulty to acquire: *****

Skills learned: None

=====
BIG EYE: (Eyeleen, Gandalf, Medakich, Sachimar)

Max Level: 20

Difficulty to acquire: **

Skills learned:

Healmore.....Level 1
Cold Breath.....Level 1
Build Up.....Level 5
Dazzling Light.....Level 8
Sweet Breath.....Level 10
HealAll.....Level 15

=====
BLIZZARD HAWK: (Blizzo, Hawk, Motchin, Torimaru)

Max Level: 25

Difficulty to acquire: ****

Skills learned:

Defeat.....Level 3
Cold Breath.....Level 3
Freezing Breath.....Level 3
Strange Dance 3.....Level 8
HealUs.....Level 15
Sparkling Breath.....Level 23

=====
BOMB BABY: (Bagpipe, Chiochio, Nannan, Nitro)

Max Level: 15

Difficulty to acquire: **

Skills learned:

Sacrifice.....Level 1
Body Attack.....Level 5

=====

BOMBCRAG: (Gansuke, Kaboom, Rocky, Yonichi)

Max Level: 20

Difficulty to acquire: ***

Skills learned:

Sacrifice.....Level 5
Charge Up.....Level 5
Body Attack.....Level 10
Farewell.....Level 19

=====

BROWNIE: (Bonk, Brown, Shigemar, Ton-ton)

Max Level: 99

Difficulty to acquire: *

Skills learned: None

=====

CENTAURUS: (Centas, Kaioh, Motosumi, Pakara)

Max Level: 50

Difficulty to acquire: **

Skills learned:

Healmore.....Level 3
Burning Breath.....Level 5
Repel.....Level 9
Boom.....Level 15
Bikill.....Level 20
HealAll.....Level 23
Barrier.....Level 27

=====

CURER: (Behobeho, Curebert, Curie, Takarin)

Max Level: 50

Difficulty to acquire: ***

Skills learned:

HealAll.....Level 2
Healmore.....Level 3
Upper.....Level 8
Increase.....Level 10
Vivify.....Level 12
HealUs.....Level 18
Revive.....Level 23
HealUsAll.....Level 30

=====

DANCING JEWEL: (Jewel, Marilyn, Richie, Yasu)

Max Level: 7

Difficulty to acquire: ***

Skills learned:

Decrease.....Level 2
Confuse.....Level 2
StopSpell.....Level 2
Strange Dance 1.....Level 2
Absorb.....Level 4
Beat.....Level 5
Sleepmore.....Level 6
Aerocross.....Level 7

=====

DANCING NEEDLE: (Capoeira, Danny, Feiba, Mitihiko)

Max Level: 25

Difficulty to acquire: **

Skills learned:

Strange Dance 1.....Level 3
Strange Dance 2.....Level 5
Sleep Attack.....Level 10
Strange Dance 3.....Level 15
Numbing Attack.....Level 20
Body Attack.....Level 25

=====

DRAGON PUP: (Doran Jr, Drasky, Pyon, Ribasto)

Max Level: 30

Difficulty to acquire: **

Skills learned:

Fiery Breath.....Level 1
Sweet Breath.....Level 5
Flaming Breath.....Level 15
Violent Flames.....Level 28

=====

DRAKEE: (Drakichi, Lucky, Manabu, Miwaren)

Max Level: 99

Difficulty to acquire: *

Skills learned:

Surround.....Level 5
Sleep.....Level 10

Day-Night.....Level 15
Strange Dance 1.....Level 17
RobMagic.....Level 20
Dazzling Lights.....Level 22
BeDragon.....Level 38

=====

EIGERHORN: (Eiger, Nero, Ossan, Shinji)

Max Level: 50

Difficulty to acquire: *

Skills learned:

Firebane.....Level 4
Tornado.....Level 4
Snowblast.....Level 4
War Cry.....Level 7
Charge Up.....Level 9
Firevolt.....Level 11
Eerie Light.....Level 13
Blizzard.....Level 15

=====

ELIMINATOR: (Axeman, Decker, Emil, Minatar)

Max Level: 30

Difficulty to acquire: ***

Skills learned:

Massacre.....Level 7
Sap.....Level 20

=====

FAREWELL CRAG: (Cragg, Farwel, Iwao, Shigeyan)

Max Level: 20

Difficulty to acquire: *****

Skills learned:

Farewell.....Level 3
Body Attack.....Level 6
Bounce.....Level 8
Dazzling Lights.....Level 10
Vivify.....Level 14
Thunder.....Level 20

=====

GIGANTES: (Gantes, Gian, Giga, Yasuhiro)

Max Level: 7

Difficulty to acquire: ****

Skills learned: None

=====

GOLEM: (Golem, Ishio, Orion, Sander)

Max Level: 50

Difficulty to acquire: **

Skills learned:

Build Up.....Level 8
Charge Up.....Level 11
Meditate.....Level 20
Thunder.....Level 45

=====

GREAT DRAGON: (Caesar, Drago, Great D, Trishi)

Max Level: 60

Difficulty to acquire: ****

Skills learned:

Flaming Breath.....Level 3
Violent Flames.....Level 10
Freezing Breath.....Level 15
Burning Breath.....Level 20
Sparkling Breath.....Level 30
Infernal Flames.....Level 50

=====

HEALER: (Genkichi, Healbert, Healie, Mr. Fuku)

Max Level: 99

Difficulty to acquire: ***

Skills learned:

Heal.....Level 4
Repel.....Level 5
Healmore.....Level 7
Antidote.....Level 10
Numboff.....Level 15
Healall.....Level 20
HealUs.....Level 25
Vivify.....Level 30
HealUsAll.....Level 36

=====

HELLBATTLER: (Batler, Hellbell, Moses, Sugiyon)

Max Level: 15

Difficulty to acquire: ****

Skills learned:

Explodet.....Level 3

Violent Flames.....Level 3
Firevolt.....Level 5
Bounce.....Level 7
Revive.....Level 8
Blazemost.....Level 11
Sparkling Breath.....Level 13
Infernal Flames.....Level 15

=====

HORK: (Kazuya, Robert, Ropes, Smith)

Max Level: 30

Difficulty to acquire: **

Skills learned:

Lick.....Level 5
Poison Attack.....Level 5
Cold Breath.....Level 10
Tempting Dance.....Level 15
Poison Breath.....Level 20
Deadly Poison.....Level 25

=====

KING HEALER: (Heal Rex, Hitoshi, Kingbert, Sadakich)

Max Level: 20

Difficulty to acquire: ****

Skills learned:

HealUsAll.....Level 3
RobMagic.....Level 3
Absorb.....Level 5
Barrier.....Level 7
Revive.....Level 10
Farewell.....Level 14
Chance.....Level 17
BeDragon.....Level 20

=====

KING SLIME: (Crown, Kazubo, King, Noririn)

Max Level: 30

Difficulty to acquire: ***

Skills learned:

Vivify.....Level 3
Increase.....Level 5
Barrier.....Level 10
Blazemore.....Level 12
Revive.....Level 15
Freezing Rays.....Level 18
Violent Flames.....Level 20
Blazemost.....Level 27

=====
KUKKLE: (Kukkle, Kumimin, Netch, Pico)

Max Level: 20

Difficulty to acquire: **

Skills learned:

Decrease.....Level 1
Surround.....Level 5
Sleep.....Level 10
Confuse.....Level 13
Expel.....Level 15
Increase.....Level 17
Curseoff.....Level 18
Stopspell.....Level 19
Bikill.....Level 20

=====
LEAONAR: (Leo, Noboru, Ryan, Simba)

Max Level: 30

Difficulty to acquire: ***

Skills learned:

Surround.....Level 5
Build Up.....Level 9
Decrease.....Level 12
Flaming Breath.....Level 15

=====
LIONEX: (Devilra, Jonas, Nex, Raioh)

Max Level: 23

Difficulty to acquire: 23

Skills learned:

Aerocross.....Level 1
Eerie Light.....Level 8
Zap.....Level 14
Lightning.....Level 20

=====
MAD DRAGON: (Madd, Moritake, Ragond, Ryuta)

Max Level: 40

Difficulty to acquire: **

Skills learned:

Sweet Breath.....Level 6
Tempting Dance.....Level 7
Flaming Breath.....Level 8
Burning Breath.....Level 10

Deadly Poison.....Level 13
Violent Flames.....Level 15

=====

MAGICIAN: (Jumon, Melby, Merlin, Yukinov)

Max Level: 99

Difficulty to acquire: **

Skills learned:

StopSpell.....Level 3
Blaze.....Level 3
Firebal.....Level 5
Firebane.....Level 12
Robmagic.....Level 15
Blazemore.....Level 19
Absorb.....Level 24
Firevolt.....Level 28

=====

MESSALA: (Buffler, Noririn, Sala, Satochin)

Max Level: 50

Difficulty to acquire: **

Skills learned:

StopSpell.....Level 3
Eerie Light.....Level 3
Beat.....Level 6
Sleepmore.....Level 11
Blazemore.....Level 14
Defeat.....Level 20
Curseoff.....Level 22
Freezing Breath.....Level 27
Blazemost.....Level 30

=====

METAL BABBLE: (Briskly, Metabab, Metalin, Yubo)

Max Level: 8

Difficulty to acquire: *****

Skills learned:

Firebal.....Level 2
Bang.....Level 2
Upper.....Level 3
Firebane.....Level 4
Boom.....Level 5
Firevolt.....Level 6
Farewell.....Level 7
Explodet.....Level 8

=====

MINIDEMON: (Konomi, Lucifer, Minimon, Lucifer)

Max Level: 30

Difficulty to acquire: **

Skills learned:

Blazemore.....Level 2
Lick.....Level 4
Confuse.....Level 10
Sweet Breath.....Level 13
Boom.....Level 17
Day-Night.....Level 20
Chance.....Level 23
Blazemost.....Level 25
Explodet.....Level 28

=====
NEREUS: (Ajapa, Jinji, Nereus, Umijiji)

Max Level: 50

Difficulty to acquire: ***

Skills learned:

SnowBlast.....Level 3
Tornado.....Level 3
Bounce.....Level 6
Return.....Level 10
Sleep.....Level 12
Vivify.....Level 17
Blizzard.....Level 20
Aerocross.....Level 23
Thunder.....Level 40

=====
ORC KING: (Kuukin, Macbeth, Orcus, Yanaken)

Max Level: 30

Difficulty to acquire: **

Skills learned:

Vivify.....Level 3
Beat.....Level 6
HealUs.....Level 8
StepGuard.....Level 9
Revive.....Level 11
Defeat.....Level 15
Blizzard.....Level 20

=====
PUPPET MAN: (Patton, Poupee, Puppeck, Sinohara)

Max Level: 30

Difficulty to acquire: **

Skills learned:

Strange Dance 2.....Level 3
Bounce.....Level 6
Strange Dance 3.....Level 10
StopSpell.....Level 15
Absorb.....Level 18
Repel.....Level 20
Tempting Dance.....Level 23
Tornado.....Level 25
Aerocross.....Level 30

=====

SLIME: (Akira, Sasuke, Slalin, Slibert)

Max Level: 99

Difficulty to acquire: *

Skills learned:

Expel.....Level 7
Increase.....Level 10
Decrease.....Level 15
Outside.....Level 18
Confuse.....Level 20
Stepguard.....Level 25
Vivify.....Level 30
Eerie Lights.....Level 45
Meditate.....Level 77
Infernal Flames.....Level 99

=====

SLIME KNIGHT: (Arthur, Chun, Pierre, Taichi)

Max Level: 99

Difficulty to acquire: **

Skills learned:

Heal.....Level 3
Robmagic.....Level 3
Healmore.....Level 5
Antidote.....Level 9
Bang.....Level 12
Numboff.....Level 18
Healall.....Level 20
Boom.....Level 23

=====

SOLDIER BULL: (Brawn, Bruto, Manji, Yasunon)

Max Level: 30

Difficulty to acquire: ***

Skills learned:

Charge Up.....Level 3

Upper.....Level 5
BiKill.....Level 10
Decrease.....Level 15

=====

SPRINGER: (Mustang, Perro, Ringer, Spur)

Max Level: 50

Difficulty to acquire: **

Skills learned:

Decrease.....Level 3
Upper.....Level 3
Tornado.....Level 7
Aerocross.....Level 15

=====

WYVERN: (Daizou, Tetsu, Toby, Wynn)

Max Level: 60

Difficulty to acquire: ***

Skills learned:

Healmore.....Level 3
Cold Breath.....Level 5
Sleep.....Level 10
Outside.....Level 12
HealAll.....Level 15
HealUs.....Level 18
Freezing Breath.....Level 22
Return.....Level 24
SleepMore.....Level 28
Confuse.....Level 31

=====

YETI: (Mihomiho. Snowman, White, Yeta)

Max Level: 40

Difficulty to acquire: **

Skills learned:

War Cry.....Level 3
Cold Breath.....Level 5
Sweet Breath.....Level 8
Build Up.....Level 12
Snowblast.....Level 15
Lick.....Level 20
Freezing Breath.....Level 22
Blizzard.....Level 30

Like prior Dragon Quest games, there aren't a whole lot of secrets in this game either. There is one significant "secret" but it's more of a cheat than a secret.

Easter Egg:

If you put certain items in a certain order in heroes inventory, you will always attack with a critical hit and monsters will always join you after battle.

Make sure the following items are in the heroes inventory and nothing else. Also make sure none of the items are equipped:

Cypress Stick
Sharpened Bone
Hat of Happiness
Club
Saw Blade
Cloak of Evasion

Unlimited Small Medals:

I found a need to comment on this as people were continually posting about this on the message boards. There is no way to get unlimited medals in the game. Dejav had released a prior patch that had a glitch, the glitch being that Mimics would regenerate after being defeated, allowing you to continue to receive Small Medals. That patch is not the current patch that this guide is based upon. Please don't contact me asking where to find the patch, that is what Google is for.

CONTACT AND ACKNOWLEDGEMENTS (CONT)

This is my second walkthrough I have written and I hope it has been helpful. If you have any questions about this game that are not answered in this FAQ, feel free to email me at corystahlbaum@yahoo.com (remove quotes) and put "Dragon Quest 5" in the subject line. Please note that I check my email very infrequently so it may be a while before I get back to you if at all. If your question is in this guide it will probably be ignored. Feel free to contact me if you see any errors or wish to make any contributions to this FAQ. Credit will be given of course. I don't view emails that have any attachments and whatnot so send text only. In regards to updating this guide, it is fairly complete so I don't see a need for any significant updates except for any errors and so on.

I've played through this game about four times now so I have accumulated a lot of the factual information. Most of the monster stats I give credit to www.rpgclassics.com and their Dragon Quest V shrine maintainer.

I must give thanks to JHolman as his guide helped me out the first time I played this game. I also want to thank Enix of course as well as Dejav and Partial Translations for making such a quality fan translation. It's a shame Dark Force has left the translation scene as he put out some quality stuff. I would also like to thank Slime_Knight for finding the small medal at the Small Shrine, as well as the Hidden Staff of Punishment on the path to

Granvania.

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